from pygame import\*

back = (200, 255, 255)

win\_width = 600

win\_height = 500

window = display.set\_mode((win\_width, win\_height))

window.fill(back)

clock = time.Clock()

FPS = 60

game = True

while game:

for e in event.get():

if e.type == QUIT:

game = False

display.update()

clock.tick(FPS)