

# Python for videogames

Videogames Technology  
Asignatura transversal

Departamento de Automática

## Objectives

1. First contact with Arcade.
2. Understand modules and packages.
3. Basic package management.
4. Introduce virtual environments.

## Bibliography

- The Python Tutorial. Chapter 6: Modules. ([Link](#))
- Paul Vincent Craven. Easy 2D game creation with Arcade. ([Link](#))
- Paul Vincent Craven. Learn to Program with Arcade. ([Link](#))

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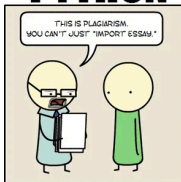
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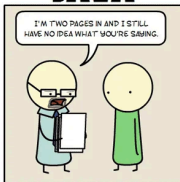


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## PYTHON



## JAVA



## C++



## UNIX SHELL



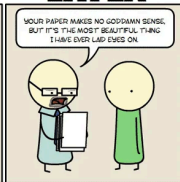
## ASSEMBLY



## C



## LATEX



## HTML





# Introduction

## Why modules?

- **Main function:** Organization.
- **Reuse:** To provide software solutions, that have been proven to work, to solve similar problems.

# Modules

## Creation

A module is just a Python script with .py extension

fibonacci.py

```
1 def fib(n):
2     """Print a Fibonacci series up to n """
3     a, b = 0, 1
4     while a < n:
5         print(a, end= ' ')
6         a, b = b, a+b
7     print()
8
9 def fib2(n):
10    """Print a Fibonacci series up to n """
11    result = [] # Declare a new list
12    a, b = 0, 1
13    while a < n:
14        result.append(a) # Add to the list
15        a, b = b, a+b
16    return result
```

# Modules

## Using modules (I)

```
>>> import fibo
>>> fibo.fib(1000)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
>>> fibo.fib2(100)
[1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89]
>>> fibo.__name__
'fibo'
>>> fib = fibo.fib
>>> fib(100)
1 1 2 3 5 13 21 34 55 89
```

# Modules

## Using modules (II)

A module can import other modules

- Name conflicts may arise: Each module has a symbol table
- It means you should invoke it as `modname.itemname`

It is possible to import items directly

- `from module import name1, name2`
- `from module import *`
- It uses the global symbol table (no need to use the `modname`)

```
>>> from fibo import fib, fib2
>>> fib(100)
1 1 2 3 5 8 13 21 34 55 89 144 233 377 610 987
```



# Modules

## Using modules: Example

Modules usually are used as libraries

List zip file contents (file.zip must exist. Open in read mode)

```
1 import zipfile
2
3 file = zipfile.ZipFile("file.zip", "r")
4
5 # list filenames
6 for name in file.namelist():
7     print(name)
8
9 # list file information
10 for info in file.infolist():
11     print(info.filename, info.date_time, info.file_size)
```

Several examples here: <http://pymotw.com/2/PyMOTW-1.132.pdf>

# Modules

## Modules as scripts (I)

When a module is imported, its statements are executed

- It declares functions, classes, variables ...
- ... and also executes code
- It serves to initialize the module

Very useful to use modules as programs and libraries

- Good to reuse code

# Modules

## Modules as scripts (II)

fibonacci.py

```
1 def fib(n):
2     """Print a Fibonacci series up to n"""
3     a, b = 0, 1
4     while a < n:
5         print(a, end= ' ')
6         a, b = b, a+b
7     print()
8
9 if __name__ == "__main__":
10     fib(100)
```

`__name__` is a special variable set to the module's name

Linux/PowerShell console

```
$ python3 fibonacci.py 50
1 1 2 3 5 8 13 21 34
```

Python interpreter

```
>>> import fibonacci
>>> fibonacci.fib(100)
1 1 2 3 5 8 13 21 34
```

# Modules

## The `dir()` function

`dir()`: Built-in function that returns the names defined in a module

- Without arguments, it returns your names

```
>>> import fibo, sys
>>> dir(fibo)
['__name__', 'fib', 'fib2']
>>> dir()
['__builtins__', '...', '__spec__']
>>> variable = 'Hello'
>>> dir()
['__builtins__', '...', '__spec__', 'variable']
```

# Packages

## Package concept (I)

If a module gets too big, many problems arise

- Name collisions
- It is good to organize modules in a bigger structure: Packages

Packages can be seen as “dotted module names”

- It is just a module that contains more modules
- Make life easier in big projects
- The name `A.B` designates a submodule `B` in a package named `A`

Must contain an `__init__.py` file in the root directory

- Executed when the package is imported for the first time

A package may be distributed with **pip**

- **Arcade** is an example of package

# Packages

## Package concept (II)

```
arcade/  
├── __init__.py  
├── __main__.py  
├── sprites/  
│   ├── __init__.py  
│   ├── sprite.py  
│   ├── animated.py  
│   └── ...  
├── types/  
│   ├── __init__.py  
│   ├── color.py  
│   └── ...  
├── color/  
│   └── __init__.py  
└── ...
```

(Arcade 3.3.3 source code)

# Packages

## Importing a package (I)

```

arcade/
├── __init__.py
├── __main__.py
├── sprites/
│   ├── __init__.py
│   ├── sprite.py
│   ├── animated.py
│   └── ...
├── types/
│   ├── __init__.py
│   ├── color.py
│   └── ...
├── color/
│   └── __init__.py
└── ...

```

Importing the whole package

```

import arcade
red = arcade.types.Color(255, 0, 0, 255)

```

Alternative way to import an individual module

```

from arcade.types import Color
red = Color(255, 0, 0, 255)

```

Give an alias to a namespace

```

import arcade.types as foo
red = foo.Color(255, 0, 0, 255)

```

# Packages

## Importing a package (II)

Imagine we run `from arcade.tilemap import *`

- In theory, it would import the whole package
- In practice, it would take too much time
- ... and mess the namespace

`__init__.py` may define a list named `__all__`

- It contains the names that will be exposed by that package
  - Functions, variables, modules and classes

```
arcade/tilemap/__init__.py
```

```
...
__all__ = [ "TileMap", "load_tilemap" ]
...
```



# Modules

## The `__main__.py` file

The file `__main__.py` is an alternative entry point in a package

- Useful in command line mode and IDEs

Linux/PowerShell console

```
$ python3 -m mymodule
```

Try to run `python -m arcade!`

- (`arcade/__main__.py` source code)

# Modules

## Imports good practices

### Imports style convention

1. Standard library  
Build-in Python modules
2. Third-party libraries  
Installed with pip
3. Local modules  
Modules you created

### Good practices

- Avoid wildcards  
`from module import *`
- Alphabetic order within each subgroup

```
"""
```

```
Example module with well-  
organized imports
```

```
"""
```

```
# Standard library
```

```
import json
```

```
import os
```

```
# Third-party libraries
```

```
import arcade
```

```
import numpy as np
```

```
# Local modules
```

```
from config import SETTINGS
```

```
from utils.helpers import  
process_data
```

```
# Rest of the code
```

```
def main():
```

```
    pass
```

# Packages

## Installing packages

Command-line automatic tool: `pip` (sometimes `pip3`)

- Very similar to `apt-get` in Linux or `brew` in MacOS
- Automatic dependencies management

pip usage (from OS terminal)

```
$ pip install SomePackage
```

```
$ pip install Pillow
```

In VS Code, you should use `pip` in the terminal

# Packages

## requirements.txt

A project may contain a `requirements.txt` file

- It recreates an environment
- Plain text file with dependences
- Can define fixed or minimum version

Supported by different tools

- ... including VS Code

### requirements.txt

```
arcade == 2.6.17
seaborn >= 0.12
numpy
pandas
```

### pip usage (from OS terminal)

```
$ pip install -r requirements.txt
```

# Virtual environments

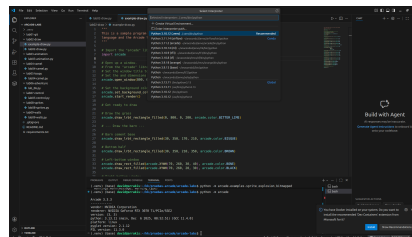
Versioning is problematic

- Python version (2.x, 3.x)
- Packages version

Solution: **virtual environment**

- Self-contained directory with a Python installation
- Particular version of Python and packages

Different solutions: venv and conda



Great with `requirements.txt`!!!

# Cool code examples

## Example 1: Open a web browser

browser.py

```
1 import webbrowser
2
3 url = input('Give me an URL: ')
4
5 webbrowser.open(url)
```

# Cool code examples

## Example 2: Create a thumbnail

thumbnail.py

```
1 from PIL import Image
2
3 size = (128, 128)
4 saved = "africa.jpg"
5
6 im = Image.open("africa.tif")
7 im.thumbnail(size)
8 im.save(saved)
9 im.show()
```



(Source)

africa.jpg

# Cool code examples

## Example 3: List the contents of a directory

```
1 import os
2
3 for i in os.listdir("/home/david/"):
4     print(i)
```

```
1 from pathlib import Path
2
3 for i in Path("/home/david/").iterdir():
4     print(i)
```



# Cool code examples

## Example 4: Send an email with Gmail

gmail.py

```
1  """The first step is to create an SMTP object ,
2  each object is used for connection
3  with one server."""
4
5  import smtplib
6
7  server = smtplib.SMTP( 'smtp.gmail.com' , 587)
8
9  # Next, log in to the server
10 server.login( "youremailusername" , "password" )
11
12 # Send the mail
13 msg = "\nHello!" # /n separates the message from the headers
14 server.sendmail( "you@gmail.com" , "target@example.com" , msg)
```

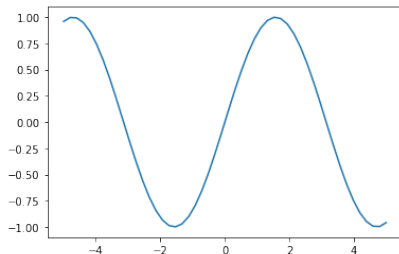
(Source)

# Modules

## Example 5: Plot

plot.py

```
1 import numpy as np
2 import matplotlib.pyplot as plt
3
4 x = np.linspace(-5, 5)
5 plt.plot(x, np.sin(x))
```



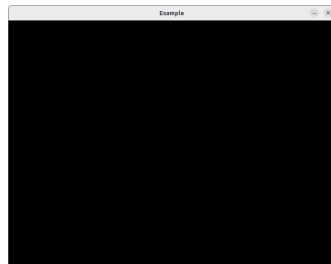
# Modules

## Example 6: Arcade

arcade.py

```
1 import arcade
2
3 WIDTH = 600
4 HEIGHT = 800
5
6 arcade.open_window(WIDTH, HEIGHT, "
    Example ")
7
8 arcade.run()
```

- (API documentation)
- (Arcade source code)



# Arcade

## Introduction

Arcade is an easy-to-use 2D **motor engine** (i.e. a Python package)

- Created by Paul Vincent Craven
- Based on Python
- More or less painless game development
- Didactic
- Free software

### Requires

- Python 3.9+
- OpenGL capable hardware

### Dependences

- Pyglet - Multimedia library for Python



(Arcade web site)

# Arcade

## Open a Window (I)

arcade.py

```
1 import arcade
2
3 WIDTH = 600
4 HEIGHT = 800
5
6 arcade.open_window(WIDTH, HEIGHT, "Example")
7
8 arcade.run()
```

# Arcade

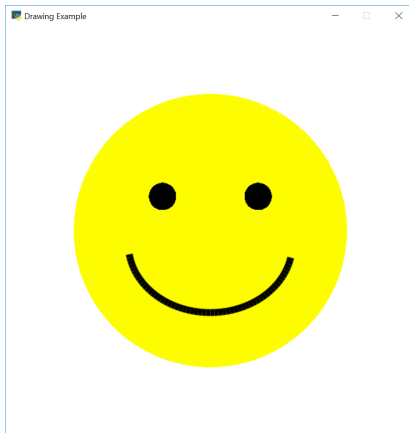
## Drawing setup

drawing.py

```
1 import arcade
2
3 WIDTH = 600
4 HEIGHT = 800
5
6 arcade.open_window(WIDTH, HEIGHT, "Example")
7
8 arcade.set_background_color(arcade.color.WHITE)
9
10 arcade.start_render()
11
12 # Drawing here
13
14 arcade.finish_render()
15
16 arcade.run()
```

# Arcade

## Drawing (I)



(Source code)

# Arcade

## Drawing (II)

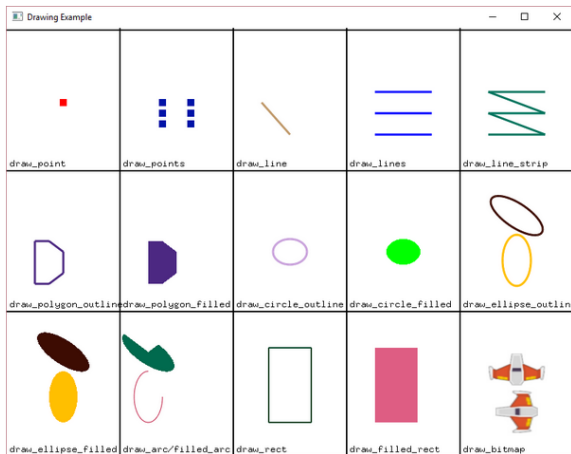
smile.py

```
1 # Draw the face
2 x = 300; y = 300; radius = 200
3 arcade.draw_circle_filled(x, y, radius, arcade.color.YELLOW)
4
5 # Draw the right eye
6 x = 370; y = 350; radius = 20
7 arcade.draw_circle_filled(x, y, radius, arcade.color.BLACK)
8
9 # Draw the left eye
10 x = 230; y = 350; radius = 20
11 arcade.draw_circle_filled(x, y, radius, arcade.color.BLACK)
12
13 # Draw the smile
14 x = 300; y = 280; width = 120; height = 100
15 start_angle = 190; end_angle = 350; line_width = 10
16 arcade.draw_arc_outline(x, y, width, height, arcade.color.BLACK,
17                         start_angle, end_angle, line_width)
```



# Arcade

## Drawing primitives (I)



(Source code)

# Arcade

## Drawing primitives (II)

```
draw_text()
```

```
draw_rect_filled()
```

```
draw_rect_outline()
```

```
draw_lrbt_rectangle_filled()
```

```
draw_lrbt_rectangle_outline()
```

```
draw_polygon_filled()
```

```
draw_polygon_outline()
```

```
load_texture()
```

```
draw_texture_rect()
```

```
draw_triangle_filled()
```

```
draw_triangle_outline()
```

```
draw_arc_filled()
```

```
draw_arc_outline()
```

```
draw_circle_filled()
```

```
draw_circle_outline()
```

```
draw_ellipse_filled()
```

```
draw_ellipse_outline()
```

```
draw_line()
```

```
draw_line_strip()
```

```
draw_lines()
```

```
draw_point()
```

```
draw_points()
```

(Arcade API)

# Arcade

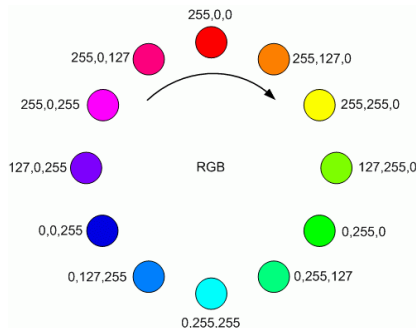
## Colors

How can we know which colors has Arcade available?

- The reference API is your friend!
- (`arcade.color` reference documentation)

# Arcade

## Colors: RGB



(Source code)