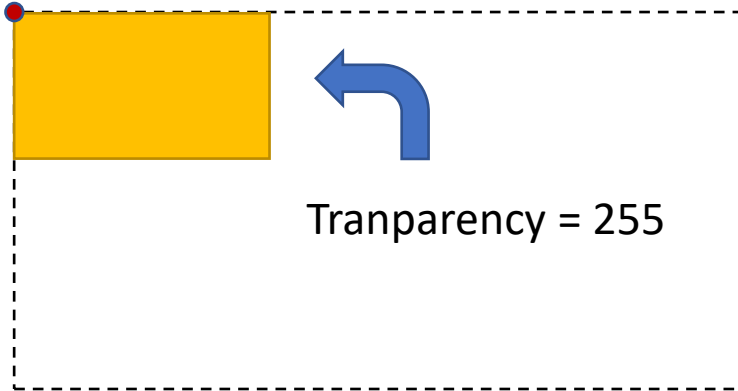


`pygame.draw.rect`

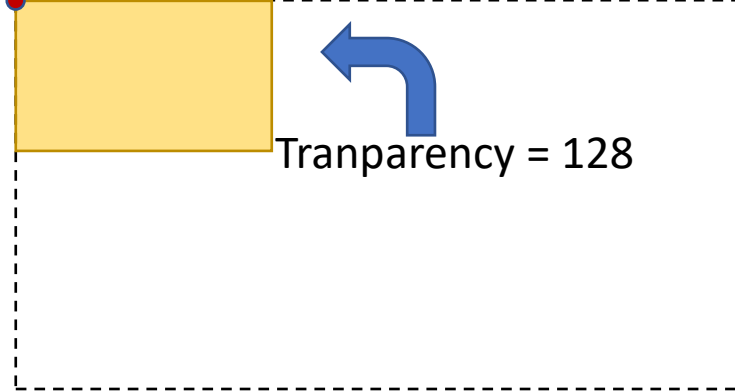
(0, 0)



Transparency = 255

Transparent  
surface

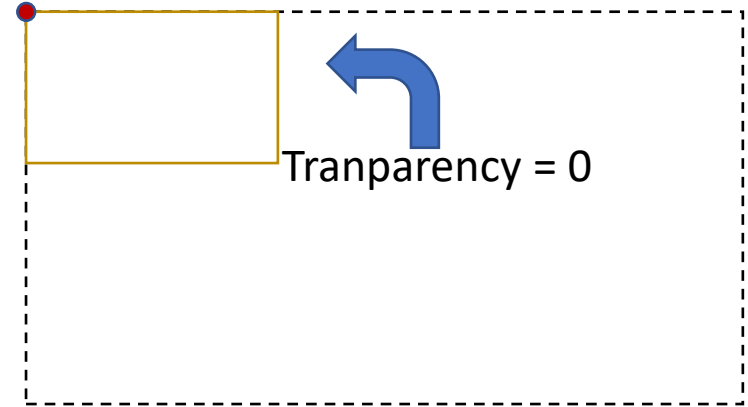
(0, 0)



Transparency = 128

Transparent  
surface

(0, 0)



Transparency = 0

Transparent  
surface

win.blit

