import pygame

import sys

pygame.init()

size = width, height =1000, 750

speed = [1, 1]

background = 255, 255, 255

screen = pygame.display.set\_mode(size)

pygame.display.set\_caption("Bouncing ball")

ball = pygame.image.load("anurag.png")

ballrect = ball.get\_rect()

while 1:

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.display.quit()

sys.exit()

ballrect = ballrect.move(speed)

if ballrect.left < 0 or ballrect.right > width:

speed[0] = -speed[0]

if ballrect.top < 0 or ballrect.bottom > height:

speed[1] = -speed[1]

screen.fill(background)

screen.blit(ball, ballrect)

pygame.display.flip()s