



PyGame – Import and Initialize

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In this article, we will see how to import and initialize PyGame.

Installation

The best way to install pygame is with the pip tool, we can install pygame by using the below command:

```
pip install pygame
```

Importing the Pygame library

To import the pygame library, make sure you have installed pygame already. Open the terminal or the IDE which you want to work upon and import this library to check whether pygame is installed or not by using the command given below:

```
import pygame
```

This library imports all the available pygame modules into the pygame package. The below image shows how to perform it with the help of a command prompt. If you don't find any error and get the message as shown in the image means the pygame library is imported successfully, and now you are good to proceed.

```
Command Prompt - python
Microsoft Windows [Version 10.0.18363.1440]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\DELL>python
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> import pygame
pygame 2.0.1 (SDL 2.0.14, Python 3.9.0)
Hello from the pygame community. https://www.pygame.org/contribute.html
>>> _
```

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Initializing the Pygame library

Before we can do much with pygame, we first need to initialize it. Just call the method given below to initialize it.

```
pygame.init()
```

This method initializes all the necessary pygame modules. This method has nothing like an argument and returns a tuple that returns the no of modules initialized successfully and the number of modules failed respectively.

```
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C:\Users\DELL>python
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
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>>> import pygame
pygame 2.0.1 (SDL 2.0.14, Python 3.9.0)
Hello from the pygame community. https://www.pygame.org/contribute.html
>>> pygame.init()
(7, 0)
>>>
```

As you can see in the image **pygame.init()** method returns a tuple **(7,0)** which means 7 modules are initialized successfully and 0 is failed to initialize.

Check whether all the modules are initialized successfully or not

There is a method named **pygame.get_init()** which shows whether all the pygame modules are initialized successfully or not. If all the modules are

initialized successfully, this method returns **true**.

```
C:\> Command Prompt - python
Microsoft Windows [Version 10.0.18363.1440]
(c) 2019 Microsoft Corporation. All rights reserved.

C:\Users\DELL>python
Python 3.9.0 (tags/v3.9.0:9cf6752, Oct 5 2020, 15:34:40) [MSC v.1927 64 bit (AMD64)] on win32
Type "help", "copyright", "credits" or "license" for more information.
>>> import pygame
pygame 2.0.1 (SDL 2.0.14, Python 3.9.0)
Hello from the pygame community. https://www.pygame.org/contribute.html
>>> pygame.init()
(7, 0)
>>> pygame.get_init()
True
>>>
```

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