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# How to get the size of PyGame Window?

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In this article, we will learn How to get the size of a [PyGame](#) Window.

Game programming is very rewarding nowadays and it can also be used in advertising and as a teaching tool too. Game development includes mathematics, logic, physics, AI, and much more and it can be amazingly fun. In python, game programming is done in *pygame* and it is one of the best modules for doing so.

## Installation:

This library can be installed using the below command:

```
pip install pygame
```

## Step-by-step Approach:

1. Import *pygame*.
2. Initialize *pygame*.
3. Form a screen by using *pygame.display.set\_mode()* method.
4. Get size of formed screen by using *screen.get\_size()* method.
5. Quit *pygame*.

Below are some examples based on the above approach:

### Example 1:

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## Python3

```
# import package pygame
import pygame

# initialize pygame
pygame.init()
```

```
# Form screen
screen = pygame.display.set_mode()

# get the default size
x, y = screen.get_size()

# quit pygame
pygame.display.quit()

# view size (width x height)
print(x, y)
```

Output :

1536 864

Example 2:

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## Python3

```
# import package pygame
import pygame

# initialize pygame
pygame.init()

# Form screen
screen = pygame.display.set_mode((500, 500))

# get the size
x, y = screen.get_size()

# quit pygame
pygame.display.quit()

# view size (width x height)
print(x, y)
```

Output :

500 500

D deep...



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