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# Getting width and height of an image in Pygame

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### Prerequisites: Pygame

To use graphics in python programs we use a module called Pygame. **Pygame** provides high functionality for developing games and graphics in Python. Nowadays Pygame are very much popular to build simple 2D games. In order to run a program written in Python using Pygame module, a system must have Python installed with Pygame module.

Following are the examples and steps needed to import the image using Pygame and get the height and width of that image.

Image in used : Link to the image



Dimensions: 200×200

# Method 1: Using get\_width() and get\_height():

The name of the function is explanatory enough as to what they are used for.

# Approach

- Import pygame
- Create an image object using pygame.image.load("Provide image path here") and store it in a variable.
- To get height of the image use *image.get\_height()* method, here image is the variable in which image object is stored.
- Similarly, to get width of the image we use image.get\_width() method, here
  image is the variable in which image object is stored.
- Print result.

### Example:

# Python3

```
# import pygame

# creating image object
image = pygame.image.load('/home/amninder/Pictures/Wallpapers/download.png')

# get_height method return the height of the surface pixel,
# in our case surface is image
print("Height of image= " + str(image.get_height()))

# get_width method return the width of the surface pixel,
# in our case surface is image
print("Width of image= " + str(image.get_width()))
```

### Output:

```
amninder@amninder-MS-7A36:~/Documents/applied_ai$ /usr/bin/python3 /home/amninder/Doc
uments/applied_ai/4.py
pygame 2.0.0 (SDL 2.0.12, python 3.8.6)
Hello from the pygame community. https://www.pygame.org/contribute.html
Height of image= 200
Width of image= 200
```

Method 1

# Method 2 : Using get\_size() :

This function is capable of returning dimensions of the image provided to it as reference as a tuple.

#### Approach

- Import module
- Create a display object using display.set\_mode() method.
- Load image to a variable using image.load() method.
- Using blit() method to draw the image on display surface object.
- Use **get\_size()** method to display image width and height, this get\_size() method returns width and height in tuples. Eg. (200,400).
- Use **display.flip()** to display content,i.e. anything that is drawn on the display surface object will be displayed on the window when the function is called in program.

#### Example:

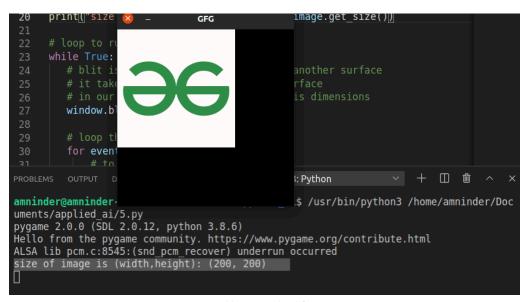
# Python3

```
import pygame as py
# Initiate pygame and the modules that comes with pygame
py.init()
# setting frame/window/surface with some dimensions
window = py.display.set_mode((300, 300))
# to set title of pygame window
py.display.set_caption("GFG")
# creating image object
image = py.image.load('/home/amninder/Pictures/Wallpapers/download.png')
# to display size of image
print("size of image is (width,height):", image.get_size())
# loop to run window continuously
while True:
   window.blit(image, (0, 0))
   # loop through the list of Event
   for event in py.event.get():
        # to end the event/loop
       if event.type == py.QUIT:
```

```
# it will deactivate the pygame library
    py.quit()
    quit()

# to display when screen update
py.display.flip()
```

### Output:



Using method 2

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# **Getting Started with Pygame**

Pygame is a free-to-use and open-source set of Python Modules. And as the name suggests, it can be used to build games. You can code the games and then...

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