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# Allowing resizing window in PyGame

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In this article, we will learn How to allow resizing 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
```

## Normal PyGame Window

### Steps-by-step Approach:

1. Import *pygame*.
2. Set the title and add content.
3. Run *pygame*.
4. Quit *pygame*.

Below is the program based on the above approach:

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## Python3

```
# import package pygame
import pygame

# Form screen with 400x400 size
# with not resizable
screen = pygame.display.set_mode((400, 400))
```

```
# set title
pygame.display.set_caption('Not resizable')

# run window
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

# quit pygame after closing window
pygame.quit()
```

Output :

```
# import package pygame
import pygame

# Form screen with 400x400 size
# but not resizable
screen = pygame.display.set_mode((400, 400))

# set title
pygame.display.set_caption('Not resizable')

# run window
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

# quit pygame after closing window
pygame.quit()
```

## Resizable PyGame Window

### Step-by-step Approach:

1. Import *pygame*.
2. Form a screen by using *pygame.display.set\_mode()* method and allow resizing using *pygame.RESIZABLE*.
3. Set the title and add content.
4. Run *pygame*.
5. Quit *pygame*.

Below is the program based on the above approach:

## Python3

```
# import package pygame
import pygame


# Form screen with 400x400 size
# and with resizable
screen = pygame.display.set_mode((400, 400),
                                  pygame.RESIZABLE)

# set title
pygame.display.set_caption('Resizable')

# run window
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

# quit pygame after closing window
pygame.quit()
```

### Output :



```
# import package pygame
import pygame

# Form screen with 400x400 size
# and with resizable
screen = pygame.display.set_mode((400, 400),pygame.RESIZABLE)

# set title
pygame.display.set_caption('Resizable')

# run window
running = True
while running:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            running = False

# quit pygame after closing window
pygame.quit()
```

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