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How to change the PyGame icon?

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While building a video game, do you wish to set your image or company's logo as the icon for a game? If yes, then you can do it easily by using **set_icon()** function after declaring the image you wish to set as an icon. Read the article given below to know more in detail.

Syntax:

```
pygame_icon = pygame.image.load('#Enter the image')
pygame.display.set_icon(pygame_icon)
```

Approach:

Step 1: First, import the library Pygame.

```
import pygame
```

Step 2: Now, construct the GUI game.

```
pygame.init()
```

Step 3: Further, set the dimensions of your GUI game.

```
screen = pygame.display.set_mode([#width of game, #height of game])
```

Step 4: Next, take the image as input that we wish to set as an icon.

```
img = pygame.image.load('#Enter the image')
```

Step 5: Then, set the image as an icon. The icon set will appear in the top-left corner when the game is in running state.

```
pygame.display.set_icon(img)
```

Step 6: Later on, set the running value for running the game.

```
running = True
```

Step 7: Set the things which you want your game to do when it is in a running state

```
while running:
    for event in pygame.event.get():
```

- **Step 7.1:** Once the app is in a running state, make it quit if the user wants to quit.

```
        if event.type == pygame.QUIT:
            running = False
```

- **Step 7.2:** Moreover, set the background color which you wish to see in your app.

```
        screen.fill(# RGB Value of Color)
```

- **Step 7.3:** Then, make your app do whatever you want it do while being in a running state.
- **Step 7.4:** After doing everything you wish to do, update the changes done.

```
        pygame.display.update()
```

Step 8: Finally, quit the GUI game

```
pygame.quit()
```

Below is the implementation.

Python

```
# Python program to change
# the Pygame icon

# Import the library Pygame
```

```
import pygame

# Construct the GUI game
pygame.init()

# Set dimensions of game GUI
screen = pygame.display.set_mode([600, 400])

# Take image as input
img = pygame.image.load('gfg_image.jpg')

# Set image as icon
pygame.display.set_icon(img)

# Set running value
running = True

# Setting what happens when game
# is in running state
while running:
    for event in pygame.event.get():

        # Close if the user quits the game
        if event.type == pygame.QUIT:
            running = False

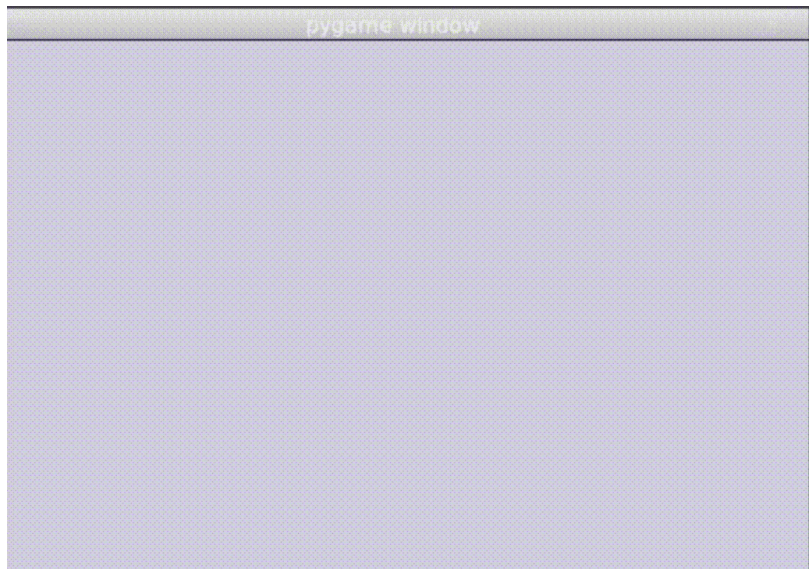
    # Set the background color
    screen.fill((255, 255, 0))

    # Draw a circle on the screen
    pygame.draw.circle(screen, (0, 0, 0), (300, 200), 75)

    # Update the GUI game
    pygame.display.update()

# Quit the GUI game
pygame.quit()
```

Output:



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