How to initialize all the imported modules in PyGame?

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PyGame is Python library designed for game development. PyGame is built on the top of **SDL** library so it provides full functionality to develop game in Python. Pygame has many modules to perform it's operation, before these modules can be used, they must be initialized. All the modules can be initialized individually or one at a time. This post describes how all the imported modules can be initialized at a time.

Methods Used:

- **pygame.init()** – To initialize all the modules. It takes no arguments and return a tuple (numpass,numfail) which indicate the no of modules initialized successfully and the number of modules failed.

- **pygame.get_init()** – This method is used to check whether pygame modules are initialized or not.

Example 1: This example initialize all the pygame modules and print the number of modules initialized successfully.

Python3

```python
# importing the library
import pygame

# initializing all the imported
# pygame modules
(numpass,numfail) = pygame.init()

# printing the number of modules
# initialized successfully
print('Number of modules initialized successfully:',
```

```
numpass)
```

Output:

```
Number of modules initialized successfully: 6
```

Example 2: This example uses pygame.get_init() function to check whether pygame module is initialized or not.

Python3

```python
# importing the library
import pygame

# initializing the modules
pygame.init()

# checking the initialization
is_initialized = pygame.get_init()

# printing the result
print('Is pygame modules initialized:',
      is_initialized)
```

Output:

```
Is pygame modules initialized: True
```

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