Import random and pygame

Initialize pygame

Set the window size

Create a class named animal

Define \_\_init\_\_

super().\_\_init\_\_()

Load an elephant image

Set the elephant background to transparent

Set the size of the image

Define update

Add delta x to the x coordinate of the elephant

Check if it is still inside the right edge of the window

If not, move it to the closest edge

Set dx negative and add a random number from -10 to 10

Set limits for dx so it is never larger than 25 or less than -25

Check if it is still inside the left edge of the window

If not, move it to the closest edge

Set dx negative and add a random number from -10 to 10

Set limits for dx so it is never larger than 25 or less than -25

Add delta y to the y coordinate of the elephant

Check if it is still inside the top edge of the window

If not, move it to the closest edge

Set delta y negative and add a random number from -10 to 10

Set limits for delta y so it is never larger than 25 or less than -25

Check if it is still inside the bottom edge of the window

If not, move it to the closest edge

Set delta y negative and add a random number from -10 to 10

Set limits for delta y so it is never larger than 25 or less than -25

Define main

Title the window “Bouncing Image”

Load the background image

Make the background fill the entire window

Make an animal sprite

Set the frame rate to 30 fps

If the user exits

Quit pygame

Clear the sprites

Run update function

redraw the sprites on the screen

Flip the window

Run the main function