|  |  |  |
| --- | --- | --- |
|  | sys.exit() |  |
|  | x\_ball=130 y\_ball=500 |  |
|  | **import** pygame **import** sys |  |
|  | pygame.draw.circle(screen,(255,150,80),  (x\_ball,y\_ball),20) |  |
|  | clock.tick(60) |  |
|  | **for** i **in** pygame.event.get():  **if** i.type==pygame.QUIT: |  |
|  | pygame.display.set\_caption(**"Задание 1"**) |  |
|  | screen=pygame.display.set\_mode((800,600)) |  |
|  | x\_ball+=dx y\_ball+=dy |  |
|  | **while True**: |  |
|  | pygame.display.update() |  |
|  | clock=pygame.time.Clock() |  |
|  | dx=1 dy=-1 |  |
|  | screen.fill((255, 255, 255)) |  |

