



PROGRAMIRANJE

Krebs Matjaž



Kača

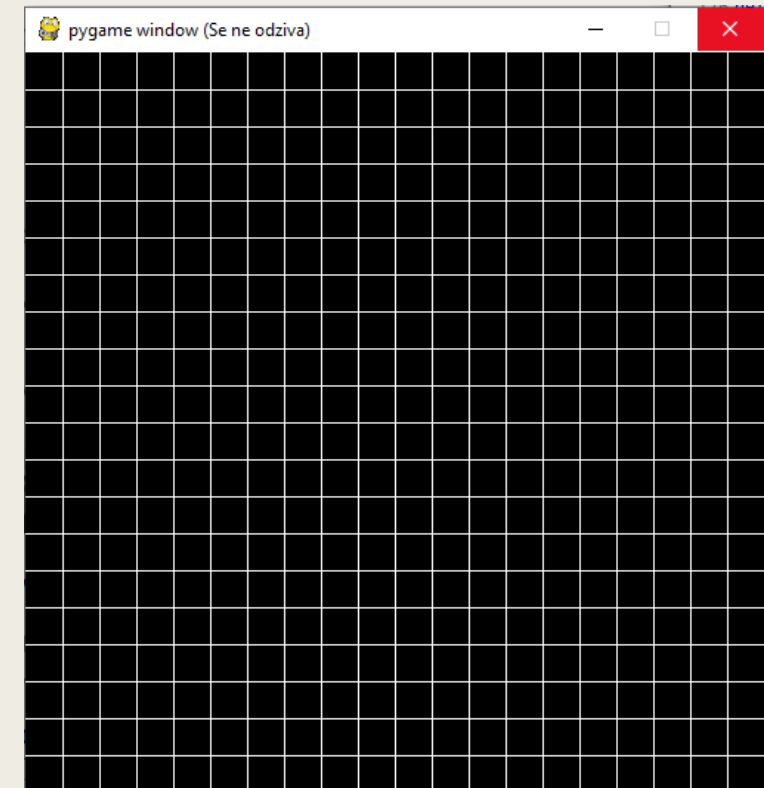
- Ena od prvih iger
- Python
- Vtičnik pygame



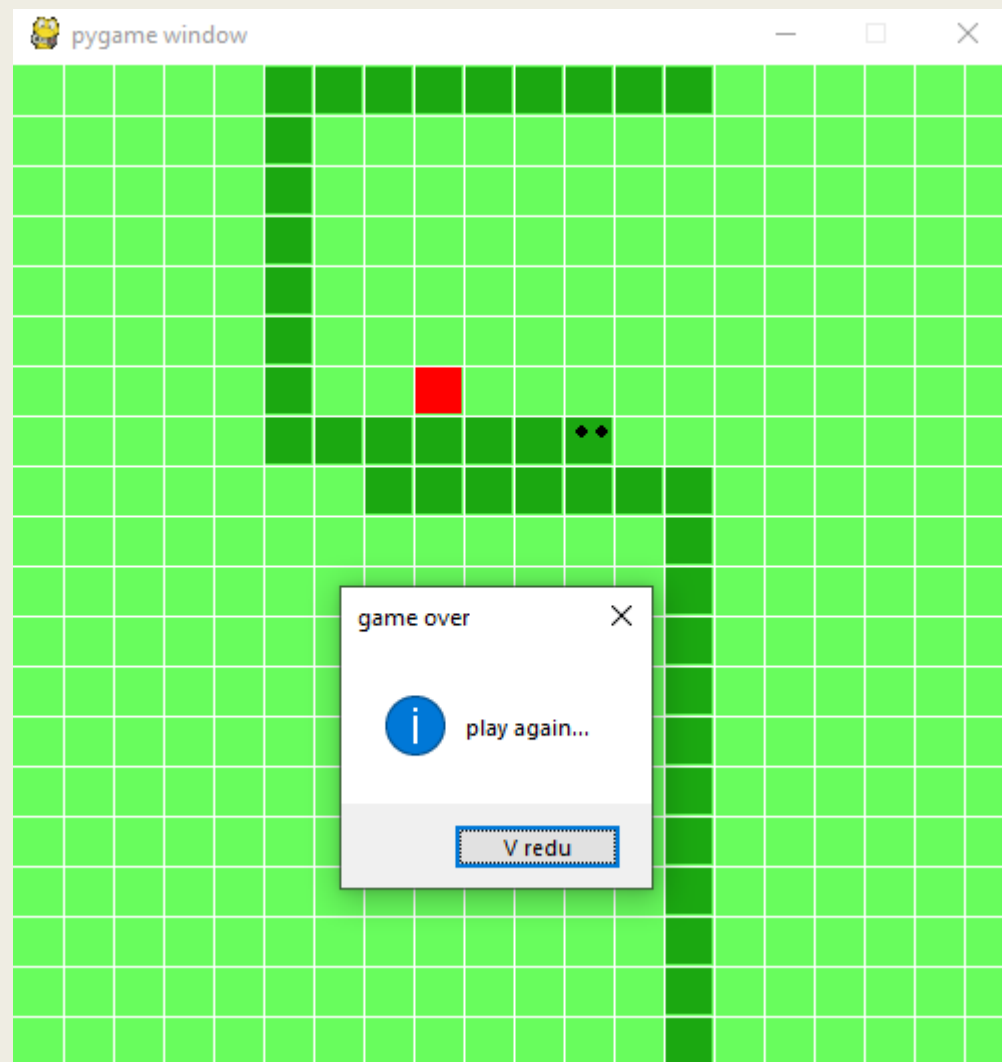
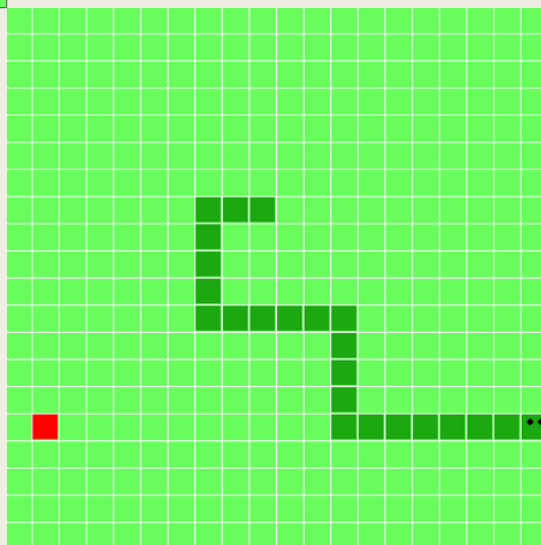
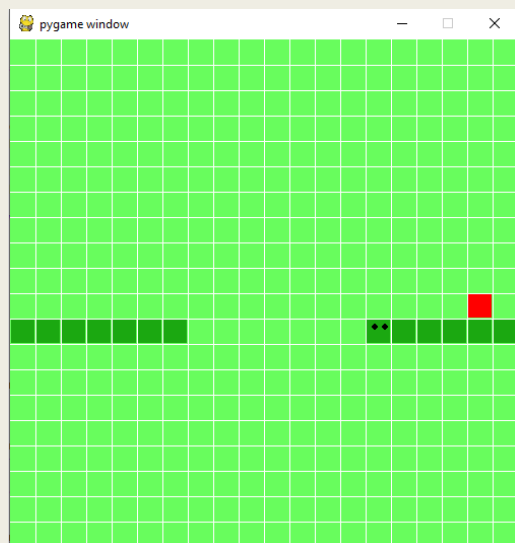
Potek

- Okno igre
- Mreža po kateri se kača giblje
- Class snake
- Class cube
- redrawWindow
- randomSnack
- Message box

```
def drawGrid(w, rows, surface):  
    sizeBtw = w // rows  
  
    x = 0  
    y = 0  
    for l in range(rows):  
        x = x + sizeBtw  
        y = y + sizeBtw  
  
        pygame.draw.line(surface, (255,255,255), (x,0),(x,w))  
        pygame.draw.line(surface, (255,255,255), (0,y),(w,y))
```



Konční izdelek



Spyder (Python 3.6)

File Edit Search Source Run Debug Consoles Projects Tools View Help

C:\Users\Matjaž\Desktop\Programiranje

Editor - C:\Users\Matjaž\Desktop\Programiranje\snek_code.py

```
64         self.turns[self.head.pos[:]] = [self.dirnx, self.dirny]
65     elif keys[pygame.K_UP]:
66         self.dirnx = 0
67         self.dirny = -1
68         self.turns[self.head.pos[:]] = [self.dirnx, self.dirny]
69     elif keys[pygame.K_DOWN]:
70         self.dirnx = 0
71         self.dirny = 1
72         self.turns[self.head.pos[:]] = [self.dirnx, self.dirny]
73
74     for i, c in enumerate(self.body):
75         p = c.pos[:]
76         if p in self.turns:
77             turn = self.turns[p]
78             c.move(turn[0], turn[1])
79             if i == len(self.body)-1:
80                 self.turns.pop(p)
81         else:
82             if c.dirnx == -1 and c.pos[0] <= 0: c.pos = (c.rows-1, c.pos[1])
83             elif c.dirnx == 1 and c.pos[0] >= c.rows-1: c.pos = (0, c.pos[1])
84             elif c.dirny == 1 and c.pos[1] >= c.rows-1: c.pos = (c.pos[0], 0)
85             elif c.dirny == -1 and c.pos[1] <= 0: c.pos = (c.pos[0], c.rows-1)
86             else: c.move(c.dirnx, c.dirny)
87
88
89     def reset(self, pos):
90         self.head = cube(pos)
91         self.body = []
92         self.body.append(self.head)
93         self.turns = {}
94         self.dirnx = 0
95         self.dirny = 1
96
97     def addCube(self):
98         tail = self.body[-1]
99         dx, dy = tail.dirnx, tail.dirny
100
101         if dx == 1 and dy == 0:
102             self.body.append(cube((tail.pos[0]-1, tail.pos[1])))
```

Usage

Here you can get help of any object by pressing **Ctrl+I** in front of it, either on the Editor or the Console.

Help can also be shown automatically after writing a left parenthesis next to an object. You can activate this behavior in *Preferences > Help*.

New to Spyder? Read our [tutorial](#)

Variable explorer File explorer Help

IPython console

Console 1/A

```
File "C:/Users/Matjaž/Desktop/Programiranje/snek_code.py", ^
line 52, in move
    keys = pygame.key.get_pressed()
error: video system not initialized

In [21]: runfile('C:/Users/Matjaž/Desktop/Programiranje/
snek_code.py', wdir='C:/Users/Matjaž/Desktop/
Programiranje')ERROR: execution aborted

In [22]:

In [21]:
```

Permissions: RW End-of-lines: CRLF Encoding: ASCII Line: 123 Column: 1 Memory: 81 %

Tukaj vnesite izraz za iskanje

23

22:31 21.01.2020

SPLETNA STRAN

<https://programiranje.webador.com/>