import pygame

# set up pygame modules

pygame.init()

pygame.font.init()

font = pygame.font.SysFont('Arial', 15)

pygame.display.set\_caption("AP CSP Pygame!")

# set up variables for the display

size = (400, 300)

screen = pygame.display.set\_mode(size)

display\_name = font.render("Mr. Miller", True, (255, 255, 255))

# main "program loop"

# keeps the window open via the "update" method being called

# over and over again

run = True

while run:

screen.fill((0, 0, 0))

screen.blit(display\_name, (0, 0))

# "event listening" loop

for event in pygame.event.get(): # process all user events

if event.type == pygame.QUIT: # check if user clicked close

run = False

pygame.display.update()