Swinburne University of Technology

2021 Sem 1 Introduction to Programming

Doubtfire Submission

Python Shape Moving

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```
1    # Acknowledgement to the original authors of the code on which this
2    # example is based.
3    import pygame
4
5    #pygame.init()
6
7    (height,width) = (800,800)
8
9    screen = pygame.display.set_mode((width, height))
10   pygame.display.set_caption("Pygame")
11   done = False
12   is_blue = True
13   x = 20
14   y = 20
15
16   time = pygame.time
17
18   while not done:
19           for event in pygame.event.get():
20                   if event.type == pygame.QUIT:
21                           done = True
22                   if event.type == pygame.KEYDOWN and event.key == pygame.K_SPACE:
23                           is_blue = not is_blue
24
25           pressed = pygame.key.get_pressed()
26
27
28           if pressed[pygame.K_LEFT] and x > 0: x -= 1
29           if pressed[pygame.K_RIGHT] and x < 740: x += 1
30           if pressed[pygame.K_UP] and y > 0: y -= 1
31           if pressed[pygame.K_DOWN] and y < 735: y += 1
32
33           #if x > 800 or
34
35           print(f"x is {x} y is {y} timer is {time.get_ticks()}")
36
37           screen.fill((0, 0, 0))
38           if is_blue: color = (0, 128, 255)
39           else: color = (255, 100, 0)
40
41           rect = pygame.Rect(x, y, 60, 60)
42           pygame.draw.rect(screen, color, rect)
43
44           pygame.display.flip()
```

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