|  |  |
| --- | --- |
| [pygame.font.match\_font](https://www.pygame.org/docs/ref/font.html" \l "pygame.font.match_font) ----------------🡪 | find a specific font on the system |

|  |  |
| --- | --- |
| [pygame.font.Font.render](https://www.pygame.org/docs/ref/font.html#pygame.font.Font.render) ----------------🡪 | draw text on a new Surface |
| screen.blit(background,(x,y)) where (x,y) is the position inside the window where we want the top left of the surface to be. This function says take the background surface and draw it onto the screen and position it at (x,y). |  |

pygame.display.**flip**()

*Update the full display Surface to the screen*