Learn Pygame

Sunday, December 17, 2017   11:11 AM

Read instruction from https://www.pygame.org/wiki/GettingStarted#Windows installation

1. **Install pip tool**
   a. Download from https://bootstrap.pypa.io/get-pip.py
   b. Use command line: python get-pip.py

```
C:\Users\wsun\OneDrive\KidsProgramming\MLCCC_Coding_2017_18\classes\2017-12-17>p
ython get-pip.py
Requirement already up-to-date: pip in c:\program files\python36\lib\site-packag
es
Collecting wheel
  Using cached wheel-0.30.0-py2.py3-none-any.whl
Installing collected packages: wheel
Successfully installed wheel-0.30.0

C:\Users\wsun\OneDrive\KidsProgramming\MLCCC_Coding_2017_18\classes\2017-12-17>
```

2. **Install pygame**
   python -m pip install pygame --user

3. **Run sample game:**
   python -m pygame.examples.aliens

4. **Pygame draw**
   a. https://www.pygame.org/docs/ref/draw.html
   b. http://www.cs.ucsb.edu/~pconrad/cs5nm/topics/pygame/drawing/

5. **Try coding yourself in pyCharm:**
   (You may need reboot your pyCharm or machine before to let pycharm load pygame correctly).
   a. Use pygame to draw some shape

```python
pygame.init()
screen = pygame.display.set_mode([800,600])
keep_going = True;
Green =(0,255,0);
radius = 50;
while keep_going:
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            keep_going= False

    pygame.draw.line(screen, Green, [0, 0], [50,30], 5)
    # rect:(x,y,width,height)
    pygame.draw.rect(screen,Green,[1,100,200,250],2)
    pygame.draw.circle(screen,Green,(100,100),radius)
    pygame.display.update()
pygame.quite()
```

```
1   ▶    import pygame
2
3        pygame.init()
4        screen = pygame.display.set_mode([800,600])
5        keep_going =True;
6        Green=(0,255,0);
7        radius=50;
8        while keep_going:
9            for event in pygame.event.get():
10               if event.type == pygame.QUIT:
11                   keep_going= False
12           pygame.draw.
13           pygame.dr
14           # rect:(x
15           pygame.dr
16           pygame.dr
17           pygame.di
18       pygame.quite(
19
```

f rect (Surface, color, Rect, width)	pygame.draw
f circle (Surface, color, pos, radius, width)	pygame.draw
f aaline (Surface, color, startpos, endpos, bl...	pygame.draw
f aalines (Surface, color, closed, pointlist, ...	pygame.draw
f arc (Surface, color, Rect, start_angle, stop...	pygame.draw
f line (Surface, color, start_pos, end_pos, wi...	pygame.draw
f ellipse (Surface, color, Rect, width)	pygame.draw
f lines (Surface, color, closed, pointlist, wi...	pygame.draw
f polygon (Surface, color, pointlist, width)	pygame.draw
V __loader__	pygame.draw

Ctrl+Down and Ctrl+Up will move caret down and up in the editor >>

while keep_going

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le 'pygame' has no attribute 'quite'