import pygame

import math

import sys

pygame.init()

#setting screen size

screen = pygame.display.set\_mode((600, 300))

#setting caption

pygame.display.set\_caption("Elliptical orbit")

#creating clock variable

clock=pygame.time.Clock()

while(True):

for event in pygame.event.get():

if event.type == pygame.QUIT:

sys.exit()

# setting x and y radius of ellipse

xRadius = 250

yRadius = 100

for degree in range(0,360,10):

x1 = int(math.cos(degree \* 2 \* math.pi/360) \* xRadius)+300

y1 = int(math.sin(degree \* 2 \* math.pi/360) \* yRadius)+150

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

pygame.draw.circle(screen, (255, 69, 0), [300, 150], 40)

pygame.draw.ellipse(screen,(255,255,255),[50,50,500,200],1)

pygame.draw.circle(screen, (0, 255, 0), [x1, y1], 20)

pygame.display.flip()

clock.tick(5)# screen refresh rate