

Python and Pygame Glossary

Animation	A sequence of two or more images that, when displayed in rapid sequence, provide the illusion of movement.
Blit	to copy a large section of image data from one surface to another. This is how you draw a sprite to the screen.
Class	a template for defining objects that specifies variables and procedures that operate on those variables.
Comment line	A line in a program beginning with a pound sign (#). A comment line contains descriptive information about the code
For Loop	Take each item in a list one-by-one and do something to each item. Example: for item in list: do_something
Loop statements	a language construct that allows for code repetition with incremental values set for a variable or variables.
Rect	an invisible rectangle that surrounds an image or object.
Screen	what the user sees.
Sprite	a visual object, capable of moving around the screen and being animated. Pygame provides a simple sprite class and several Group classes to organize sprites.
Surface	an object that represents graphical information. Loaded image data (.png, .jpg, .bmp) is stored in Surfaces, and Surfaces can be written out to image files. In Pygame, the screen can be a surface too.
While Loop	In most computer programming languages, a while loop is a control flow statement that allows code to be executed repeatedly based on a given Boolean condition. The while loop can be thought of as a repeating if statement.

The *while* construct consists of a block of code and a condition. The condition is first evaluated - if the condition is true the code within the block is then executed. This repeats until the condition becomes false.