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#Import the library
import pygame

#Define colours
Black = (0,0,0)
White = (255,255,255)
Green = (0,255,0)
Red = (255,0,0)
Blue = (0,0,255)

#Initialise the engine
pygame.init()

#Opening a window
size = (700,600)
screen = pygame.display.set_mode(size)

#Set window title
pygame.display.set_caption("This is a new window")

#loop until the user clicks the close button
done = False

#Used to manage how fast the screen updates
clock = pygame.time.Clock()

# ----- Main program Loop -----
while not done:
    # --- Main event loop
    for event in pygame.event.get(): #User did something
        if event.type == pygame.QUIT: #If user clicked close
            done = True #Flag that we are done and exit the loop

    # ----- Game logic should go here -----

    # ----- Drawing code should go here -----
    # First, clear the screen to white. Don't put other drawing commands above this or they will be
    # erased with this command.
    screen.fill(White)

    #Selects the font to use
    font = pygame.font.SysFont('Calibri',25,True,False)
    #When rendering True means anti-aliased text
    text = font.render("My Text",True,Black)

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#put the image on the screen  
screen.blit(text,[250,250])
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# Update the screen  
pygame.display.flip()
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# ----- Limit to 60 frames per second -----  
clock.tick(60)
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pygame.quit()
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