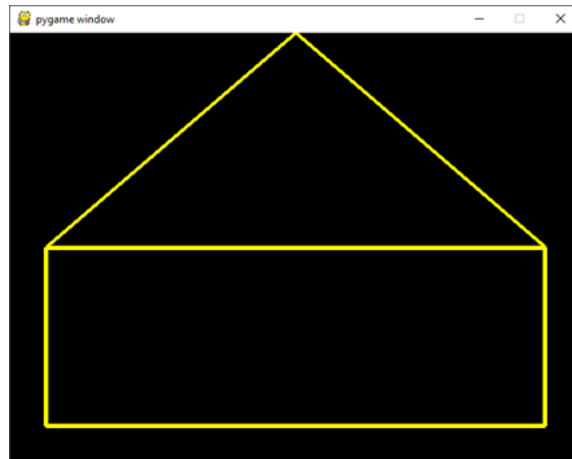


Desenhando casas

Nesta atividade, você irá completar o código elaborado para desenhar uma simples casa na tela, conforme a imagem abaixo:

- Desenho da casa feito com Pygame:



A base do código para desenhar a casa é a seguinte:

```
import pygame
pygame.init()
tela = pygame.display.set_mode((640, 480), 0)

while True:
    _____
    _____
    _____
    pygame.display.update()
    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            pygame.quit()
```

Baseado no código acima, indique qual alternativa completa as linhas que estão faltando para desenhar a casa.

Selecione uma alternativa

A

```
pygame.draw.line(tela, (255, 255, 0), (320, 0), (600, 240), 5)
pygame.draw.line(tela, (255, 255, 0), (40, 0), (40, 240), 5)
pygame.draw.line(tela, (255, 255, 0), (40, 240), (560, 200), 5)
```

B

```
pygame.draw.line(tela, (255, 255, 0), (320, 0), (600, 240), 5)
pygame.draw.line(tela, (255, 255, 0), (320, 0), (40, 240), 5)
pygame.draw.rect(tela, (255, 255, 0), ((40, 240), (560, 200)), 5)
```

C

```
pygame.draw.line(tela, (255, 255, 0), (320, 0), (600, 240), 5)
pygame.draw.rect(tela, (255, 255, 0), ((40, 0), (40, 240)), 5)
pygame.draw.rect(tela, (255, 255, 0), ((40, 240), (560, 200)), 5)
```

D

```
pygame.draw.rect(tela, (255, 255, 0), ((320, 0), (280, 240)), 5)
pygame.draw.rect(tela, (255, 255, 0), ((40, 0), (260, 240)), 5)
pygame.draw.rect(tela, (255, 255, 0), ((40, 240), (560, 200)), 5)
```

E

```
points = [(320, 40), (480, 440), (40, 160), (600, 160), (160, 440), (320, 40)]
pygame.draw.polygon(tela, (255, 255, 0), points, 5)
```