import pygame

pygame.init()

screen = pygame.display.set\_mode([1500, 700])

running = True

screen.fill([255, 255, 255])

pygame.draw.rect(screen, [0, 255, 255], [100, 350,300,200], 0)

pygame.draw.rect(screen, [0, 255, 255], [380, 200,250,350], 0)

pygame.draw.rect(screen, [255, 255, 0], [450, 250,100,100], 0)

pygame.draw.rect(screen, [255, 255, 0], [150, 230, 50, 120], 0)

pygame.draw.rect(screen, [255, 0, 255], [650, 230,500,320], 0)

pygame.draw.rect(screen, [0, 255, 255], [630, 500,20,10], 0)

pygame.draw.circle(screen, [0, 0, 0], [200, 600], 50, 0)

pygame.draw.circle(screen, [0, 0,0], [500, 600], 50, 0)

pygame.draw.circle(screen, [0, 0,0], [700, 600], 50, 0)

pygame.draw.circle(screen, [0, 0, 0], [1000, 600], 50, 0)

pygame.draw.circle(screen, [0, 0, 0], [1100, 600], 50, 0)

pygame.draw.circle(screen, [0, 0, 0], [800, 600], 50, 0)

pygame.draw.circle(screen, [0, 0, 0], [250, 150], 20, 0)

pygame.draw.circle(screen, [0, 0, 0], [200, 200],15, 0)

pygame.draw.circle(screen, [0, 0, 0], [300, 100], 25, 0)

pygame.display.update()

while running:

 for event in pygame.event.get():

 if event.type == pygame.QUIT:

 running =False