

```
import pygame

pygame.init()

window_size = (300, 300)

pygame.display.set_caption("Мой фон")

screen = pygame.display.set_mode(window_size)

background_color = (255, 0, 0)

screen.fill(background_color)

pygame.display.flip()

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