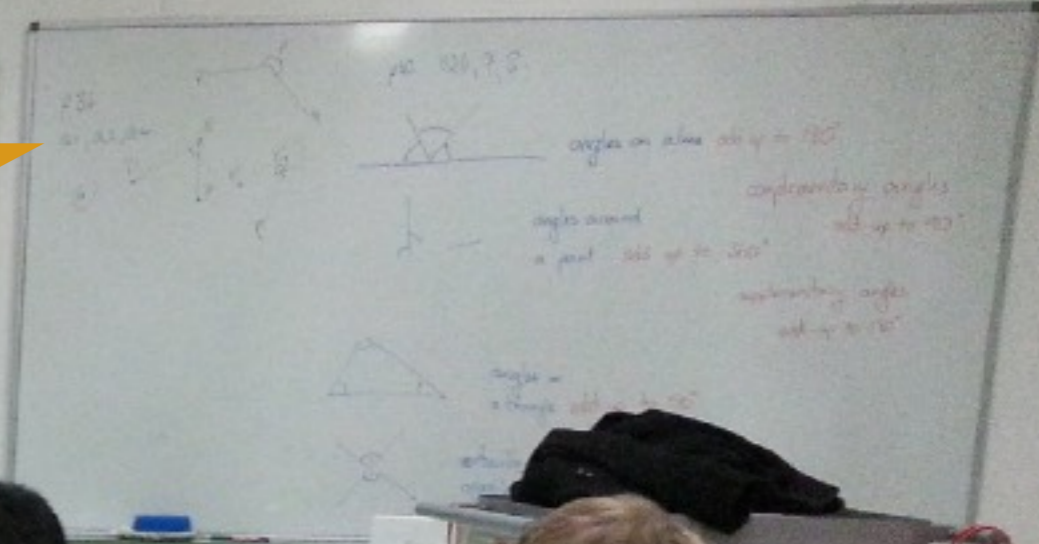
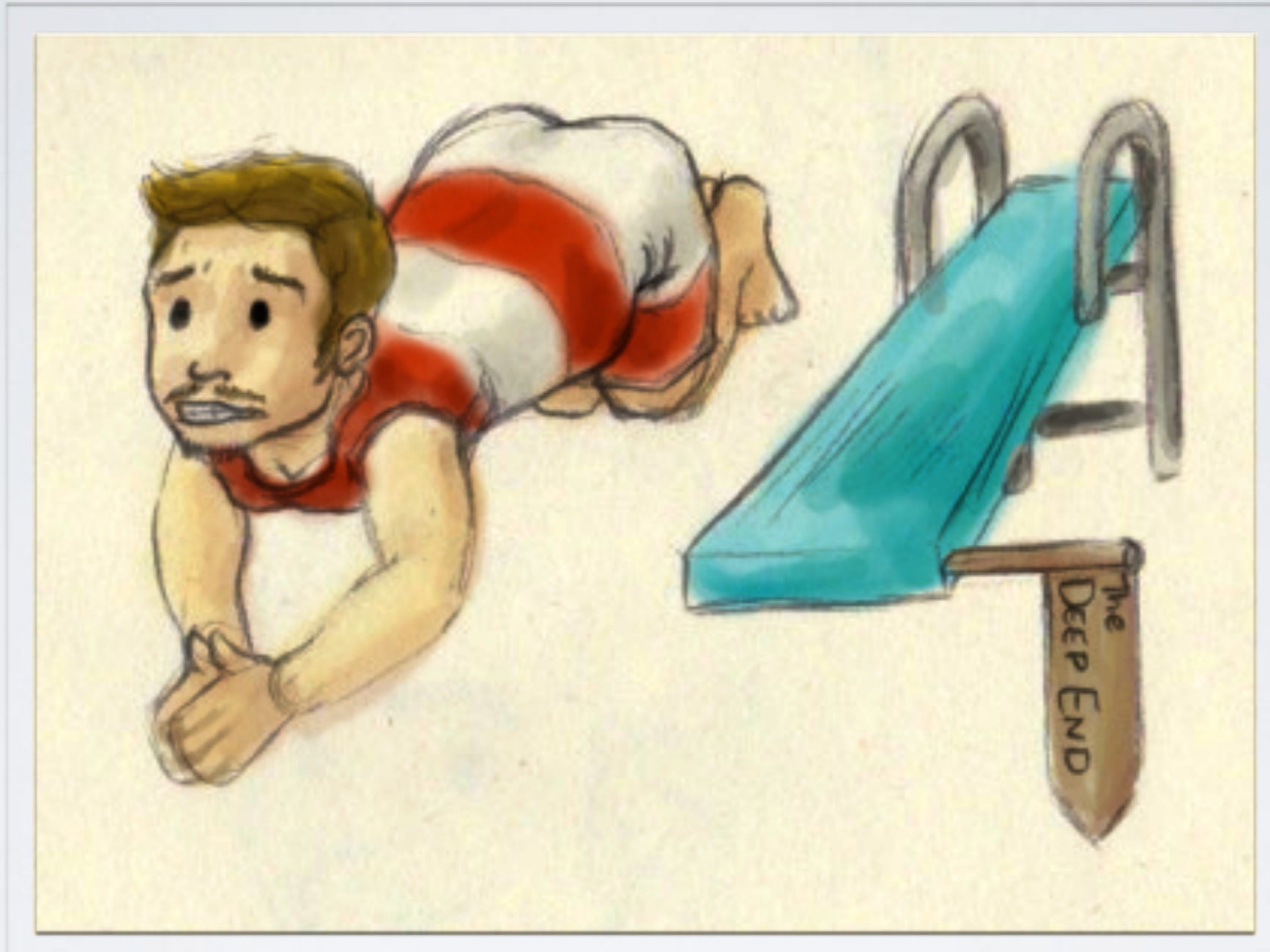


'gosu'

```
1 require 'gosu'
2 class Window < Gosu::Window
3   def initialize
4     self.title = 'Gosu'
5     self.size = 400, 300
6   end
7   def draw
8     self.clear
9     self.draw_text('Gosu', 100, 100, 20)
10  end
11 end
12 window = Window.new
13 window.show
14 window.y = window.y + 5
15 if window.y > 300
16   window.y = 0
17 end
18 #ipdata code
```





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