The program sets up a Turtle screen, creates a turtle pen, and allows users to control the pen's movement using the keyboard.

1. Initialization:

  - Import necessary libraries (`turtle`, `sys`, `keyboard`).

  - Define constants for the default screen width and height.

 2. Screen Setup:

  - Set up the Turtle screen with the specified or default width and height.

  - Set the background color to white.

3. Pen Setup:

  - Create a turtle pen with specific attributes (shape, color, speed).

  - Move the pen to the starting position and set its initial direction.

 4. Pen Movement:

  - Create a function `move_pen` to move the pen continuously in the direction it is facing.

  - Check if the pen is moving, and if so, move it forward by a fixed amount (10 units).

  - Check if the pen hits the window boundaries and teleport it to the opposite side if necessary.

  - Use `turtle.ontimer` to call `move_pen` every 10 milliseconds.

 5. Keyboard Input Handling:

  - Create a function `handle_key_event` to respond to keyboard events.

  - If a key is pressed (`keyboard.KEY_DOWN`), check for specific keys:

    - Toggle pen up/down with 'p'.

    - Change pen direction with 'w' (up), 's' (down), 'a' (left), 'd' (right).

    - Exit the program with 'q'.

 6. Teleport Function:

  - Create a function `teleport` to move the pen to a specific position.

 7. Keyboard Bindings:

  - Use the `keyboard` module to bind the `handle_key_event` function to keyboard events.

 8. Start Pen Movement Loop:

  - Start the continuous pen movement loop (`move_pen`).

 9. Keep the Program Running:

- Start the Turtle main loop (`turtle.mainloop()`) to keep the program running.