# 2048.py

# importing the logic.py file

# where we have written all the

# logic functions used.

import logic

# Driver code

if \_\_name\_\_ == '\_\_main\_\_':

# calling start\_game function

# to initialize the matrix

mat = logic.start\_game()

while(True):

# taking the user input

# for next step

x = input("Press the command : ")

# we have to move up

if(x == 'W' or x == 'w'):

# call the move\_up function

mat, flag = logic.move\_up(mat)

# get the current state and print it

status = logic.get\_current\_state(mat)

print(status)

# if game not over then continue

# and add a new two

if(status == 'GAME NOT OVER'):

logic.add\_new\_2(mat)

# else break the loop

else:

break

# the above process will be followed

# in case of each type of move

# below

# to move down

elif(x == 'S' or x == 's'):

mat, flag = logic.move\_down(mat)

status = logic.get\_current\_state(mat)

print(status)

if(status == 'GAME NOT OVER'):

logic.add\_new\_2(mat)

else:

break

# to move left

elif(x == 'A' or x == 'a'):

mat, flag = logic.move\_left(mat)

status = logic.get\_current\_state(mat)

print(status)

if(status == 'GAME NOT OVER'):

logic.add\_new\_2(mat)

else:

break

# to move right

elif(x == 'D' or x == 'd'):

mat, flag = logic.move\_right(mat)

status = logic.get\_current\_state(mat)

print(status)

if(status == 'GAME NOT OVER'):

logic.add\_new\_2(mat)

else:

break

else:

print("Invalid Key Pressed")

# print the matrix after each

#move.

print(mat)