

run.py

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Your code

```
1 from run_game import run_game
2
3 run_game()
4
```

run_game.py

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Your code

```
1 """
2 Runs the game with the start menu and fills the player and
3 game patterns with default values
4 """
5 import random
6 from pathlib import Path
7 import game_board
8 import game_entry
9 from clear_screen import clear_screen
10
11
12 def print_start_menu():
13     """
14     Prints the start message to the terminal
15     """
```

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game_entry.py

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Your code

```
1 """
2 Gets the players game input and updates the player pattern
3 """
4 import compare
5 import game_board
6 import clear_screen
7
8 available_rows = ['A', 'B', 'C', 'D', 'E', 'F', 'G', 'H', 'I', 'J']
9
10
11 def get_valid_coordinates(size):
12     """
13     Calculates the valid coordinates depending on screen size
14     """
15     valid_coordinates = []
```

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game_board.py

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Your code

```
1 """
2 Prints the game board on the terminal
3 """
4 from math import ceil
5 import game_entry
6
7
8 def board_element(i, k, direction, game_pattern):
9     """
10     Support function for calc_header function.
11     Determines the order of iteration through the board list,
12     depending on header direction.
13     """
14     if direction == 'vertical':
15         return game_pattern[-i][k]
```

end_game.py

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Your code

```
1 """
2 Contains functions to give the player options at the end of the game
3 """
4 from clear_screen import clear_screen
5
6
7 def quit_game(size, player_pattern, game_pattern):
8     """
9     Prints an options message at the end of a game
10    """
11    clear_screen()
12    message = '''Thank you for playing the Nonogram game!\n
13    Choose one the following options by typing the number.\n
14    1. Back to the start menu.\n
15    2. Play the same game again. \n'''
```

compare.py

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Your code

```
1 """
2 Contains functions to evaluate the game result and display it to the player
3 """
4
5
6 def compare_patterns(size, player_pattern, game_pattern):
7     """
8     Compares the player and game patterns to calculate the number of errors
9     """
10    compare_player_pattern = player_pattern
11    i = 0
12    while i < size:
13        list_1 = list(map(lambda item: item.replace(chr(183), '0'),
14                          compare_player_pattern[i]))
15        list_2 = list(map(lambda item: item.replace(chr(0x25A1), '0'), list_1))
```

clear_screen.py

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Your code

```
1  """
2  Clears the terminal
3
4  The code was found on
5  https://askubuntu.com/questions/25077/how-to-really-clear-the-terminal
6  """
7  import os
8
9
10 def clear_screen():
11     os.system('printf "\ec"')
12
```