import colorama

import keyboard

import os

import sys

import time

from colorama import Fore, Back, Style

colorama.init(autoreset=True)

# Constants

WIDTH = 40

HEIGHT = 20

# Canvas data structure

canvas = [[' ' for \_ in range(WIDTH)] for \_ in range(HEIGHT)]

# Cursor position

cursor\_x = 0

cursor\_y = 0

# Available colors

colors = [Fore.RED, Fore.GREEN, Fore.YELLOW, Fore.BLUE, Fore.MAGENTA, Fore.CYAN, Fore.WHITE]

color\_names = ["Red", "Green", "Yellow", "Blue", "Magenta", "Cyan", "White"]

current\_color = 0

def clear\_screen():

os.system('cls' if os.name == 'nt' else 'clear')

def print\_canvas():

clear\_screen()

for y in range(HEIGHT):

for x in range(WIDTH):

print(canvas[y][x], end='')

print()

print(f"Current Color: {color\_names[current\_color]}")

def draw():

global cursor\_x, cursor\_y, current\_color

canvas[cursor\_y][cursor\_x] = colors[current\_color] + '@' + Style.RESET\_ALL

def move\_cursor(dx, dy):

global cursor\_x, cursor\_y

cursor\_x = (cursor\_x + dx) % WIDTH

cursor\_y = (cursor\_y + dy) % HEIGHT

def change\_color():

global current\_color

current\_color = (current\_color + 1) % len(colors)

def main():

print\_canvas()

while True:

if keyboard.is\_pressed('up'):

move\_cursor(0, -1)

elif keyboard.is\_pressed('down'):

move\_cursor(0, 1)

elif keyboard.is\_pressed('left'):

move\_cursor(-1, 0)

elif keyboard.is\_pressed('right'):

move\_cursor(1, 0)

elif keyboard.is\_pressed('space'):

draw()

elif keyboard.is\_pressed('c