

```

1  # -*- coding: utf-8 -*-
2  """
3  Created on Mon Oct 12 10:40:11 2020
4
5  @author: 33633
6  """
7
8  import pygame
9  from pygame.locals import (K_UP, K_DOWN, K_RIGHT, K_LEFT, K_ESCAPE, KEYDOWN, QUIT, KEYUP)
10 from constants import (maze_name)
11 from macgyver import Macgyver
12 from maze import Maze
13
14 pygame.init()
15
16 def main():
17     maze=Maze(maze_name)
18     maze.maze_construct()
19     mac_gyver=Macgyver(maze)
20
21     loop = True
22
23     while loop:
24         for event in pygame.event.get():
25             if event.type == pygame.KEYUP and event.key == K_ESCAPE:
26                 loop = False
27
28             if event.type == pygame.KEYUP:
29                 if event.key == pygame.K_DOWN:
30                     mac_gyver.move_down()
31                 if event.key == pygame.K_UP:
32                     mac_gyver.move_up()
33                 if event.key == pygame.K_RIGHT:
34                     mac_gyver.move_right()
35                 if event.key == pygame.K_LEFT:
36                     mac_gyver.move_left()
37
38             mac_gyver.macgyver_move()
39             mac_gyver.item_detect()
40             mac_gyver. macgyver_win()
41
42     pygame.display.flip()
43
44     pygame.quit()
45
46 if __name__ == '__main__':
47     main()

```

Avant et après correction PEP8

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42 if __name__ == '__main__':
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