It seems like the code is implementing the genetic algorithm to solve the Eight Queens problem. The problem is to place eight queens on an 8x8 chessboard such that no two queens attack each other, i.e., no two queens share the same row, column, or diagonal.

The **initialize\_population** function creates an initial population of random solutions, where each solution represents the position of the queens on the board. The **fitness** function calculates the number of conflicts in a given solution. The **selection** function selects two parents from the population using the tournament selection method. The **crossover** function performs a single-point crossover between the two parents to produce an offspring. The **mutation** function mutates the offspring with a given probability. The **evolve** function iteratively generates a new population by selecting, crossing over, and mutating individuals from the current population.

The **draw\_board** function is used to visualize the solutions on the screen. It draws an 8x8 chessboard and places a queen image on the board for each queen position in the solution. The **main** function initializes the Pygame library and runs the genetic algorithm to find a solution to the problem. If a solution is found, it prints the solution to the console and displays it on the screen using the **draw\_board** function.