```
...
import pygane
import sys
# Toitialize Pygome
pygare_tntr()
# bcross settings
WESTER, METERS - BON, SAN
screen - pygene.display.set_mode((MINTH, HEINHI))
pygare.display.set_comtion("Autonomous Parking Simulator - Phase 4")
NATTE • (250, 255, 256)
CREY • (180, 100, 100)
CREER • (0, 255, 0)
BLACK = (F, F, F)
# Ever image
car_lag = pygame.inage.lamm('assets/car_prg')
car_lag = pygame.transform.scote(car_lag, (30, 30))
car_rect = car_lag.gat_mac((topleft=(300, 300)))
# Foreing slet
parking slot - pygamu.mat(sho, noc, no, no)
# Car speed
speed - 1.5
# Fost
font - pygame.font.SysFamt("Artial", 16)
# Clock and Timer
clock = pygare.time.clock()
start_time = time.Time()
fps_counter = pygeme.lime.Clock()
# Status flags.
parend - Fotos
status_mag . "Furking..."
# Movement Function
def move_cor(car_rect, target):
    If car_rect.x < target.x:
         car_rect.x ++ speed
     elif car_rect.x > target.x:
         car_rect.x -= speed
    If car_rect.y < target.y:
         car_rect.y += speed
     elif car_rect.y > target.y:
         car_rect.y -s spee
     return car_rect.colliderect(target)
     screen. FLL (METE)
     pygame.draw.rect(screen, GMAY, parking_slot)
     for event in pygone.event.ger():
         if event type - pygone QUIT:
             Dygane.qvit()
              ays.exit()
         parked a sour cor(cor_rect, parking_slot)
              status rug + "Farked Successfully!"
     # Drest parking status
     screen.bitt(car ing, car roct)
     pygome.draw.nect(screen, GREEN IF parked class GRAF, parking slot, I)
     # Tixer and FPS
     elapset_time = round(time.time() - start_time, 1)
     fpt - round(clock-get_fpt(), 1)
     timer_text = fort.render(f*time: (elacomi_time)s*, frue, NLACK)
fps_text = funt.render(f*tf5: (fps)*, frue, NLACK)
status_text = funt.render(f*Status: (status_mag)*, frue, NLACK)
     screen.btif(timer_text, (=, =))
     Screen_Mif(fps_test, (10, 25))
screen_Mif(status_test, (10, 80))
     pygare.display.opdrte()
```