import pygame  
import sys  
  
# fianco.py'deki Fianco ve gerekli sabitleri import et  
from fianco import Fianco, PLAYERS, FONT\_LARGE, WOOD\_COLOR, WIDTH, HEIGHT, FPS  
  
def main():  
 game = Fianco()  
  
 while True:  
 elapsed = game.clock.tick(FPS)  
 for event in pygame.event.get():  
 if event.type == pygame.QUIT:  
 pygame.quit()  
 sys.exit()  
  
 game.handle\_event\_manual(event)  
  
 # Oyun devam ediyorsa ve herhangi bir hata mesajı yoksa zamanlayıcıları güncelle  
 if game.state == 'game' and not game.game\_over and not game.show\_error:  
 game.player\_times[game.current\_player] -= elapsed  
 if game.player\_times[game.current\_player] <= 0:  
 # Süre bitti, rakip kazanır  
 game.player\_times[game.current\_player] = 0  
 game.winner = 'Player2' if game.current\_player == 'Player1' else 'Player1'  
 game.game\_over = True  
 game.state = 'game\_over'  
 game.winner\_name = PLAYERS[game.winner]['name']  
  
 # Hata mesajlarını 2 saniye sonra gizle  
 if game.show\_error:  
 current\_time = pygame.time.get\_ticks()  
 if current\_time - game.error\_start\_time > 2000:  
 game.show\_error = False  
 game.error\_message = ''  
  
 # Ekran çizimleri  
 if game.state == 'menu':  
 game.window.fill(WOOD\_COLOR)  
 game.menu\_play\_white\_button.draw(game.window)  
 game.menu\_play\_black\_button.draw(game.window)  
 pygame.display.flip()  
 continue  
  
 if game.state == 'game':  
 game.draw\_board()  
 game.draw\_timers()  
 game.in\_game\_quit\_button.draw(game.window)  
 game.restart\_button.draw(game.window)  
 if game.show\_error and game.error\_message:  
 game.display\_error\_message(game.error\_message, game.close\_button)  
  
 elif game.state == 'game\_over':  
 game.window.fill(WOOD\_COLOR)  
 win\_text = FONT\_LARGE.render(f"{game.winner\_name} Wins!", True, PLAYERS[game.winner]['color'])  
 win\_rect = win\_text.get\_rect(center=(WIDTH // 2, HEIGHT // 2 - 60))  
 game.window.blit(win\_text, win\_rect)  
  
 game.draw\_timers()  
 game.game\_over\_restart\_button.draw(game.window)  
 game.game\_over\_quit\_button.draw(game.window)  
  
 # FINAL STATS sadece bir kez  
 if not game.stats\_printed:  
 print("=== FINAL STATS ===")  
 print(f"Total prune count: {game.total\_prunes}")  
 print(f"Max prune in single move: {game.max\_prune\_per\_move}")  
 print(f"Transposition Table size: {len(game.ttable)}")  
 print(f"TT accesses: {game.tt\_accesses}")  
  
 game.stats\_printed = True  
  
 pygame.display.flip()  
  
if \_\_name\_\_ == '\_\_main\_\_':  
 main()