import pygame  
from board import BLACK, WHITE, HOVER\_COLOR  
  
class Button:  
 def \_\_init\_\_(self, x, y, width, height, text, font, bg\_color, text\_color, action=None, image=None):  
 self.rect = pygame.Rect(x, y, width, height)  
 self.text = text  
 self.font = font  
 self.bg\_color = bg\_color  
 self.text\_color = text\_color  
 self.action = action  
 self.image = image  
  
 def draw(self, surface):  
 if self.image:  
 surface.blit(self.image, self.rect)  
 else:  
 color = self.bg\_color  
 if self.is\_hovered():  
 color = HOVER\_COLOR  
 pygame.draw.rect(surface, color, self.rect)  
 pygame.draw.rect(surface, BLACK, self.rect, 2)  
 text\_surf = self.font.render(self.text, True, self.text\_color)  
 text\_rect = text\_surf.get\_rect(center=self.rect.center)  
 surface.blit(text\_surf, text\_rect)  
  
 def is\_hovered(self):  
 return self.rect.collidepoint(pygame.mouse.get\_pos())  
  
 def handle\_event(self, event):  
 if event.type == pygame.MOUSEBUTTONDOWN and event.button == 1:  
 if self.is\_hovered() and self.action:  
 self.action()