*# from pygame.examples import aliens  
# aliens.main()***import** sys  
**import** pygame  
  
**from** settings **import** Settings  
**from** ship **import** Ship  
  
**class** AlienInvasion:  
 *"""Overall class to manage game assets and behavior."""* **def** \_\_init\_\_(self):  
 *"""Initialize the game, and create game resources."""* pygame.init()  
 self.settings = Settings()  
 self.screen = pygame.display.set\_mode((self.settings.screen\_width, self.settings.screen\_height))  
 pygame.display.set\_caption(**"Alien Invasion"**)  
 self.ship = Ship(self)  
 **def** run\_game(self):  
 *"""Start the main loop for the game."""* **while True**:  
 self.check\_events()  
 self.ship.update()  
 self.\_update\_screen()  
 *# #Redraw the screen during each pass through the loop.  
 # Watch for keyboard and mouse events.  
 # Redraw the screen during each pass through the loop.  
 # self.screen.fill(self.settings.bg\_color)  
 # Make the most recently drawn screen visible.* self.screen.fill(self.settings.bg\_color)  
 **def** check\_events(self):  
 *"""Respond to keypresses and mouse events."""* **for** event **in** pygame.event.get():  
 **if** event.type == pygame.QUIT:  
 sys.exit()  
 **elif** event.type == pygame.KEYDOWN:  
 **if** event.key == pygame.K\_RIGHT:  
 *# Move the ship to the right.* self.ship.moving\_right = **True  
 elif** event.key == pygame.K\_LEFT:  
 self.ship.moving\_left = **True  
 elif** event.type == pygame.KEYUP:  
 **if** event.key == pygame.K\_RIGHT:  
 self.ship.moving\_right = **False  
 elif** event.key == pygame.K\_LEFT:  
 self.ship.moving\_left = **False  
 def** \_update\_screen(self):  
 *"""Update images on the screen, and flip to the new screen."""* self.screen.fill(self.settings.bg\_color)  
 self.ship.blitme()  
 pygame.display.flip()  
**if** \_\_name\_\_ == **'\_\_main\_\_'**:  
 *#Make a game instance, and run the game.* ai = AlienInvasion()  
 ai.run\_game()