

```

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 ("Sharons Alien Invasion")

        # Set the background color - colors are RGB colors: amix of red, green,
and blue. Each color range is 0 to 255
        self.bg_color = (10, 230, 230)

        self.ship = Ship(self)

    def run_game(self):
        #Start the main loop for the game

        while True:
            # call a method to check to see if any keyboard events have occurred
            self._check_events()
            self.ship.update()
            self._update_screen()

    def _check_events(self):
        #Respond to keypresses and mouse events.
        # Did the player quit the game?
        for event in pygame.event.get():
            if event.type ==pygame.QUIT:
                sys.exit()

            # Did the player press a key?
            elif event.type == pygame.KEYDOWN:
                # Is the key the right arrow or is it the left arrow
                if event.key == pygame.K_RIGHT:

```

```

        self.ship.moving_right = True
    elif event.key == pygame.K_LEFT:
        self.ship.moving_left = True
    # Did the player stop holding down the arrow keys?
    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.
    # Redraw the screen each pass through the loop
    self.screen.fill(self.settings.bg_color)
    self.ship.blitme()
    # Make the most recently drawn screen visible
    pygame.display.flip()

if __name__ == '__main__':
    # Make a game instance, and run the game
    ai = AlienInvasion()
    ai.run_game()

quit()

```