Explanation of client.py - autogenerated explanation

chatGPT

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The script contains a single infinite loop that waits for user input events and performs different actions based on the type of event. The main functions of the script are:

- **pygame.init()**: This function initializes the Pygame library. It must be called before any other Pygame functions can be used.

- **pygame.display.set_mode((100, 100), pygame.RESIZABLE)**: This function creates a Pygame window with the dimensions 100x100 pixels and sets it to be resizable. The window is stored in the variable *SCREEN*.

- **SCREEN.fill("1B1D1E")**: This function fills the window with the color "1B1D1E".

- **socket.gethostbyname("autole")**: This function attempts to get the host IP of a server named "autole". If the server cannot be found, an exception is raised.

- **input("Unable to locate server!
  nPlease input ip manually:
  n")**: This function prompts the user to manually input the IP of the server.

- **direction = None**: This variable is used to store the direction of movement (None, "up", or "down") when the up or down arrow key is pressed.

- **pygame.event.get()**: This function returns a list of all events that have occurred since the last time it was called.