import sys

import pygame

def run\_game():

# Initialize game and create a screen object.

pygame.init()

screen = pygame.display.set\_mode((1200, 800))

pygame.display.set\_caption("Alien Invasion")

# Start the main loop for the game.

while True:

# Watch for keyboard and mouse events.

for event in pygame.event.get():

if event.type == pygame.QUIT:

sys.exit()

# Make the most recently drawn screen visible.

pygame.display.flip()

run\_game()

import sys

import pygame

def run\_game():

# Initialize game and create a screen object.

pygame.init()

screen = pygame.display.set\_mode((1200, 800))

pygame.display.set\_caption("Alien Invasion")

# Set the background color.

bg\_color = (230, 230, 130)

# Start the main loop for the game.

while True:

# Watch for keyboard and mouse events.

for event in pygame.event.get():

if event.type == pygame.QUIT:

sys.exit()

# Redraw the screen during each pass through the loop.

screen.fill(bg\_color)

# Make the most recently drawn screen visible.

pygame.display.flip()

run\_game()

class Settings():

"""A class to store all settings for Alien Invasion."""

def \_\_init\_\_(self):

"""Initialize the game's settings."""

# Screen settings

self.screen\_width = 1200

self.screen\_height = 800

self.bg\_color = (230, 230, 230)

**settings.py**

import sys

import pygame

from settings import Settings

def run\_game():

# Initialize game and create a screen object.

pygame.init()

ai\_settings = Settings()

screen = pygame.display.set\_mode(

(ai\_settings.screen\_width, ai\_settings.screen\_height))

pygame.display.set\_caption("Alien Invasion")

# Set the background color.

screen.fill(ai\_settings.bg\_color)

# Start the main loop for the game.

while True:

# Watch for keyboard and mouse events.

for event in pygame.event.get():

if event.type == pygame.QUIT:

sys.exit()

# Redraw the screen during each pass through the loop.

screen.fill(ai\_settings.bg\_color)

# Make the most recently drawn screen visible.

pygame.display.flip()

run\_game()

import pygame

class Ship():

def \_\_init\_\_(self, screen):

"""Initialize the ship and set its starting position."""

self.screen = screen

# Load the ship image and get its rect.

self.image = pygame.image.load('ship.jpg')

self.rect = self.image.get\_rect()

self.screen\_rect = screen.get\_rect()

# Start each new ship at the bottom center of the screen.

self.rect.centerx = self.screen\_rect.centerx

self.rect.bottom = self.screen\_rect.bottom

def blitme(self):

"""Draw the ship at its current location."""

self.screen.blit(self.image, self.rect)

**ship.py**

import sys

import pygame

from settings import Settings

from ship import Ship

def run\_game():

# Initialize game and create a screen object.

pygame.init()

ai\_settings = Settings()

screen = pygame.display.set\_mode(

(ai\_settings.screen\_width, ai\_settings.screen\_height))

pygame.display.set\_caption("Alien Invasion")

# Make a ship.

ship = Ship(screen)

# Set the background color.

screen.fill(ai\_settings.bg\_color)

# Start the main loop for the game.

while True:

# Watch for keyboard and mouse events.

for event in pygame.event.get():

if event.type == pygame.QUIT:

sys.exit()

# Redraw the screen during each pass through the loop.

screen.fill(ai\_settings.bg\_color)

ship.blitme()

# Make the most recently drawn screen visible.

pygame.display.flip()

run\_game()