In [ ]:
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# Ping Pong Game
# Import required libraray
import turtle

# Create screen
sc = turtle.Screen()
sc.title("Pong game")
sc.bgcolor("white")
sc.setup(width=1000, height=600)

# Left paddle
left_pad = turtle.Turtle()
left_pad.speed(0)
left_pad.shape("square")
left_pad.color("black")
left_pad.shapesize(stretch_wid=6, stretch_len=2)
left_pad.penup()
left_pad.goto(-400, 0)

# Right paddle
right_pad = turtle.Turtle()
right_pad.speed(0)
right_pad.shape("square")
right_pad.color("black")
right_pad.shapesize(stretch_wid=6, stretch_len=2)
right_pad.penup()
right_pad.goto(400, 0)

# Ball of circle shape
hit_ball = turtle.Turtle()
hit_ball.speed(40)
hit_ball.shape("circle")
hit_ball.color("blue")
hit_ball.penup()
hit_ball.goto(0, 0)
hit_ball.dx = 5
hit_ball.dy = -5

# Initialize the score
left_player = 0
right_player = 0

# Displays the score
sketch = turtle.Turtle()
sketch.speed(0)
sketch.color("blue")
sketch.penup()
sketch.hideturtle()
sketch.goto(0, 260)
sketch.write("Left_player : 0    Right_player: 0",
             align="center", font=("Courier", 24, "normal"))


# Functions to move paddle vertically
def paddleaup() :
    y = left_pad.ycor()
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    y += 20
    left_pad.sety(y)


def paddleadown() :
    y = left_pad.ycor()
    y -= 20
    left_pad.sety(y)


def paddlebup() :
    y = right_pad.ycor()
    y += 20
    right_pad.sety(y)


def paddlebdown() :
    y = right_pad.ycor()
    y -= 20
    right_pad.sety(y)


# Keyboard bindings
sc.listen()
sc.onkeypress(paddleaup, "e")
sc.onkeypress(paddleadown, "x")
sc.onkeypress(paddlebup, "Up")
sc.onkeypress(paddlebdown, "Down")

while True :
    sc.update()

    hit_ball.setx(hit_ball.xcor() + hit_ball.dx)
    hit_ball.sety(hit_ball.ycor() + hit_ball.dy)

    # Checking borders
    if hit_ball.ycor() > 280 :
        hit_ball.sety(280)
        hit_ball.dy *= -1

    if hit_ball.ycor() < -280 :
        hit_ball.sety(-280)
        hit_ball.dy *= -1

    if hit_ball.xcor() > 500 :
        hit_ball.goto(0, 0)
        hit_ball.dy *= -1
        left_player += 1
        sketch.clear()
        sketch.write("Left_player : {}    Right_player: {}".format(
            left_player, right_player), align="center",
            font=("Courier", 24, "normal"))

    if hit_ball.xcor() < -500 :
        hit_ball.goto(0, 0)
        hit_ball.dy *= -1
        right_player += 1
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        sketch.clear()
        sketch.write("Left_player : {}    Right_player: {}".format(
            left_player, right_player), align="center",
            font=("Courier", 24, "normal"))

        # Paddle ball collision
    if (hit_ball.xcor() > 360 and hit_ball.xcor() < 370) and(hit_ball.ycor() < r
        hit_ball.setx(360)
        hit_ball.dx *= -1

    if (hit_ball.xcor() < -360 and hit_ball.xcor() > -370) and(hit_ball.ycor() <
        hit_ball.setx(-360)
        hit_ball.dx *= -1
```