Y0 (y1 >= py0) and (y0 <= py)

(nie bo oor) en (nie onder deur)

Px0 Px1

Y1 py0 (paddle top)

Y1 must be more than py0

Otherwise ball went over the paddle:

Y1 >= py0

Py1 (Paddle bottom)

AND:

Py0 (paddle top)

Y0 must be less than py1 (bottom)

Otherwise the ball went below

Y0 <= py1

X0 x1

Y0 py1 (paddle bottom)

Y1

So for y: ball y1 >= paddle y0 and ball y0 < paddle y1 (Will be same for both paddles in y)

And

Right paddle (ball right between left and middle of the paddle)

ball x1 >= paddle x0 and ball x1 <= about middle to left side of paddle (y1 at most)

Left paddle(ball left must be between middle and right side of paddle)

Ball x0 <= paddle x1 and ball x0>= middle of paddle (use middle of x coords used to create the paddle)