```
 1 #Import required library
 2 import turtle
 3
 4 #Create screen
 5 sc=turtle.Screen()
 6 sc.title("pong game")
 7 sc.bgcolor("Green")
 8 sc.setup(width=1000,height=600)
 9
10 #Left paddle
11 left_pad = turtle.Turtle()
12 left_pad.speed(0)
13 left_pad.shape("square")
14 left_pad.color("blue")
15 left_pad.shapesize(stretch_wid = 6,stretch_len = 2)
16 left_pad.penup()
17 left_pad.goto(-400,0)
18
19 #Right paddle
20 right_pad = turtle.Turtle()
21 right_pad.speed(0)
22 right_pad.shape("square")
23 right_pad.color("blue")
24 right_pad.shapesize(stretch_wid = 6,stretch_len = 2)
25 right_pad.penup()
26 right_pad.goto(400,0)
27
28 #Ball of circle shape
29 hit_ball = turtle.Turtle()
30 hit_ball.speed(50)
31 hit_ball.shape("circle")
32 hit_ball.color("red")
33 hit_ball.penup()
34 hit_ball.goto(0,0)
35 hit_ball.dx = 5
36 hit_ball.dy = -5
37
38 #Initialize the score
39 left_player = 0
40 right_player = 0
41
```

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42 #Displays the score
43 sketch = turtle.Turtle()
44 sketch.speed(0)
45 sketch.color("White")
46 sketch.penup()
47 sketch.hideturtle()
48 sketch.goto(0,260)
49 sketch.write("Left_player:0 Right_player:0",align="
   center", font=("Courier",24, "normal"))
50
51 #Functions to move paddle vertically
52 def paddleaup():
53     y = left_pad.ycor()
54     y += 20
55     left_pad.sety(y)
56
57 def paddleadown():
58     y = left_pad.ycor()
59     y -= 20
60     left_pad.sety(y)
61
62 def paddlebup():
63     y = right_pad.ycor()
64     y += 20
65     right_pad.sety(y)
66
67 def paddlebdown():
68     y = right_pad.ycor()
69     y -= 20
70     right_pad.sety(y)
71
72 #Keyboard bindings
73 sc.listen()
74 sc.onkeypress(paddleaup, "e")#left player up function
75 sc.onkeypress(paddleadown, "x")#left player down
   function
76 sc.onkeypress(paddlebup,"Up")
77 sc.onkeypress(paddlebdown, "Down")
78
79 while True:
80     sc.update()
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 81      hit_ball.setx(hit_ball.xcor()+hit_ball.dx)
 82      hit_ball.sety(hit_ball.ycor()+hit_ball.dy)
 83
 84      #Checking borders
 85      if hit_ball.ycor() > 280:
 86          hit_ball.sety(280)
 87          hit_ball.dy *= -1
 88
 89      if hit_ball.ycor() < -280:
 90          hit_ball.sety(-280)
 91          hit_ball.dy *= -1
 92
 93      if hit_ball.xcor() > 500:
 94          hit_ball.goto(0,0)
 95          hit_ball.dy *= -1
 96          left_player += 1
 97          sketch.clear()
 98          sketch.write("Left_player: {} Right_player
    : {}".format(left_player,right_player), align="
    center", font=("Courier", 24, "normal"))
 99
100      if hit_ball.xcor() < -500:
101          hit_ball.goto(0,0)
102          hit_ball.dy *= -1
103          right_player += 1
104          sketch.clear()
105          sketch.write("Left_player : {} Right_player
    : {}".format(left_player, right_player), align = "
    center", font=("Courier", 24, "normal"))
106
107      #Paddle ball collision
108      if(hit_ball.xcor() > 360 and hit_ball.xcor() <
    370) and (hit_ball.ycor() < right_pad.ycor()+40 and
    hit_ball.ycor() >right_pad.ycor()-40):
109          hit_ball.setx(360)
110          hit_ball.dx *= -1
111
112      if(hit_ball.xcor() <-360 and hit_ball.xcor() >-
    370) and (hit_ball.ycor()< left_pad.ycor()+40 and
    hit_ball.ycor() > left_pad.ycor()-40):
113          hit_ball.setx(-360)
```

```
114             hit_ball.dx *= -1
115
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```