```
#!/usr/bin/env python
# -*- coding: utf-8 -*-

# Módulos
import sys, pygame
from pygame.locals import *

# Constantes
WIDTH   640
HEIGHT   480

# Clases
# ---------------------------------------------------------------------

class Bola pygame.sprite.Sprite :
    def __init__(self :
        pygame.sprite.Sprite.__init__(self
        self.image   load_image "imagenes/ball.png", True
        self.rect   self.image.get_rect
        self.rect.centerx   WIDTH / 2
        self.rect.centery   HEIGHT / 2
        self.speed    0.15,  0.15

    def actualizar(self, time, pala_jug, pala_cpu, puntos :
        self.rect.centerx    self.speed 0  * time
        self.rect.centery    self.speed 1  * time

        if self.rect.left    0:
            puntos 1     1
        if self.rect.right    WIDTH:
            puntos 0     1

        if self.rect.left    0 or self.rect.right    WIDTH:
            self.speed 0    -self.speed 0
            self.rect.centerx    self.speed 0  * time
        if self.rect.top    0 or self.rect.bottom    HEIGHT:
            self.speed 1    -self.speed 1
            self.rect.centery    self.speed 1  * time

        if pygame.sprite.collide_rect(self, pala_jug :
            self.speed 0    -self.speed 0
            self.rect.centerx    self.speed 0  * time

        if pygame.sprite.collide_rect(self, pala_cpu :
            self.speed 0    -self.speed 0
            self.rect.centerx    self.speed 0  * time

        return puntos

class Pala pygame.sprite.Sprite :
    def __init__(self, x :
        pygame.sprite.Sprite.__init__(self
        self.image   load_image "imagenes/pala.png"
        self.rect   self.image.get_rect
        self.rect.centerx   x
        self.rect.centery   HEIGHT / 2
        self.speed   0.5

    def mover(self, time, keys :
        if self.rect.top    0:
            if keys K_UP :
                self.rect.centery    self.speed * time
        if self.rect.bottom    HEIGHT:
            if keys K_DOWN :
                self.rect.centery   self.speed * time

    def ia(self, time, ball :
        if ball.speed 0    0 and ball.rect.centerx   WIDTH/2:
            if self.rect.centery  ball.rect.centery:
                self.rect.centery   self.speed * time
            if self.rect.centery  ball.rect.centery:
                self.rect.centery   self.speed * time

# ---------------------------------------------------------------------

# Funciones
# ---------------------------------------------------------------------

def load_image filename, transparent False :
        try: image  pygame.image.load filename
        except pygame.error, message:
                raise SystemExit, message
        image  image.convert
        if transparent:
                color  image.get_at  0,0
                image.set_colorkey color, RLEACCEL
        return image
def texto texto, posx, posy, color  255, 255, 255  :
    fuente  pygame.font.Font 'imagenes/DroidSans.ttf', 25
    salida  pygame.font.Font.render fuente, texto, 1, color
    salida_rect  salida.get_rect
    salida_rect.centerx  posx
    salida_rect.centery  posy
    return salida, salida_rect

# ---------------------------------------------------------------------

def main  :
    screen  pygame.display.set_mode  WIDTH, HEIGHT
    pygame.display.set_caption "Pruebas Pygame"

    background_image  load_image 'imagenes/fondo_pong.png'
    bola  Bola
    pala_jug  Pala 30
    pala_cpu  Pala WIDTH  30

    clock  pygame.time.Clock

    puntos   0, 0

    while True:
        time  clock.tick 60
        keys  pygame.key.get_pressed
        for eventos in pygame.event.get  :
            if eventos.type   QUIT:
                sys.exit 0
        puntos  bola.actualizar time, pala_jug, pala_cpu, puntos
        pala_jug.mover time, keys
        pala_cpu.ia time, bola
        p_jug, p_jug_rect  texto str puntos 0  , WIDTH/4, 40
        p_cpu, p_cpu_rect  texto str puntos 1  , WIDTH WIDTH/4, 40


        puntos  bola.actualizar time, pala_jug, pala_cpu, puntos
        pala_jug.mover time, keys
        pala_cpu.ia time, bola
        bola.actualizar time, pala_jug, pala_cpu, puntos
        screen.blit background_image,  0, 0
```

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········screen.blit p_jug,·p_jug_rect
········screen.blit p_cpu,·p_cpu_rect
········screen.blit bola.image,·bola.rect
········screen.blit pala_jug.image,·pala_jug.rect
········screen.blit pala_cpu.image,·pala_cpu.rect
········pygame.display.flip
····return·0

if·__name__·  ·'__main__':
····pygame.init
····main
```