pr=piece(red,476,491,15)

pw1=piece(white,476-30,491,15)

pw2=piece(white,476+(30\*(math.sin(0.52))),491+30\*(math.cos(0.52)),15)

pw3=piece(white,476+(30\*(math.sin(0.52))),491-30\*(math.cos(0.52)),15)

pw4=piece(white,476-2\*30\*(math.sin(1.04))\*(math.sin(0.52)),491+2\*30\*(math.sin(1.04))\*(math.cos(0.52)),15)

pw5=piece(white,476+2\*30\*(math.sin(1.04))\*(math.sin(0.52)),491+2\*30\*(math.sin(1.04))\*(math.cos(0.52)),15)

pw6=piece(white,476-2\*30\*(math.sin(1.04)),491,15)

pw7=piece(white,476+2\*30\*(math.sin(1.04))\*(math.sin(0.52)),491-2\*30\*(math.sin(1.04))\*(math.cos(0.52)),15)

pw8=piece(white,476-2\*30\*(math.sin(1.04))\*(math.sin(0.52)),491-2\*30\*(math.sin(1.04))\*(math.cos(0.52)),15)

pw9=piece(white,476+2\*30\*(math.sin(1.04)),491,15)

pb1=piece(black,476+30,491,15)

pb2=piece(black,476-(30\*(math.sin(0.52))),491-30\*(math.cos(0.52)),15)

pb3=piece(black,476-(30\*(math.sin(0.52))),491+30\*(math.cos(0.52)),15)

pb4=piece(black,476,491+2\*30\*(math.sin(1.04)),15)

pb5=piece(black,476-2\*30\*(math.sin(1.04))\*(math.sin(1.047)),491+2\*30\*(math.sin(1.04))\*(math.cos(1.074)),15)

pb6=piece(black,476-2\*30\*(math.sin(1.04))\*(math.sin(1.074)),491-2\*30\*(math.sin(1.04))\*(math.cos(1.074)),15)

pb7=piece(black,476,491-2\*30\*(math.sin(1.04)),15)

pb8=piece(black,476+2\*30\*(math.sin(1.04))\*(math.sin(1.074)),491-2\*30\*(math.sin(1.04))\*(math.cos(1.074)),15)

pb9=piece(black,476+2\*30\*(math.sin(1.04))\*(math.sin(1.04)),491+2\*30\*(math.sin(1.04))\*(math.cos(1.074)),15)

striker=piece(brown,300,500,15)

drdttrrtrt

def boundary(self):

if self.x<15 or self.x>(941-30):

self.horizontal\_velocity=self.horizontal\_velocity \*(-1)

self.cosX = -self.cosX

self.tanX = -self.tanX

self.velocity = (self.horizontal\_velocity\*\*2 + self.vertical\_velocity\*\*2)\*\*0.5

if self.y<15 or self.y>(971-30):

self.vertical\_velocity=self.vertical\_velocity \*(-1)

self.sinX = -self.sinX

self.tanX = -self.tanX

self.velocity = (self.horizontal\_velocity\*\*2 + self.vertical\_velocity\*\*2)\*\*0.5