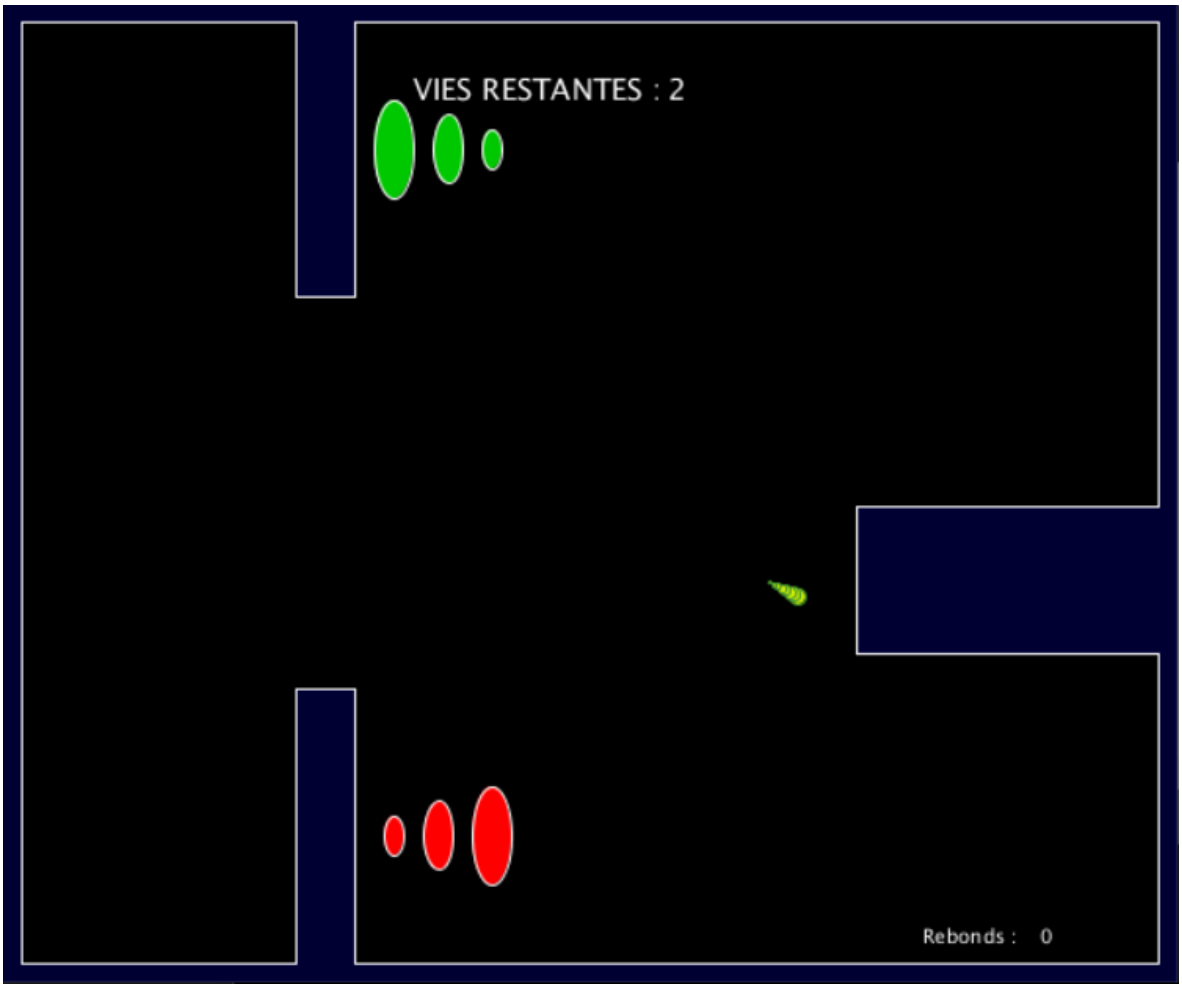
Code d'un PONG sous processing



```
int ns=3;
float x=300;
float  y=250;
float  dx=2;
float  dy=1;
int lr=550;
int rr=75;
int etat=0;
int score=ns;
int vit=0;
int a=0,b=0;
int dt=0;
int time=0;
float k=1;
int jeu=0;
int clic=0;
int essai=0;
int impact=0;
int Xr;
int mimpact=0;
int toto=0;
int titi=0;
int difr=0;
int difrx=0;
int tata=0;
int tutu=0;


void setup() {                  // Taille de la fenetre
  size (600,500);
  fill (255);
}


void draw() {
  background(0,0,51);                          //Ecran de lancement
  if((essai==0)){
    textSize(50);
    fill(255);
    text("CLIQUEZ POUR JOUER",35,230);
    stroke(255);
    fill(0,0,0);
    rect(275,270,50,20);
  }

  if((essai==1)&&(score==0)){                  // Lancer une nouvelle partie apres avoir perdu
    stroke(255);
    fill(0);
    rect(10,10,580,480);
    stroke(255);
    textSize(45);
    fill(255);
```

```
  text("PERDU !!",205,180);
  textSize(30);
  text("CLIQUEZ POUR RESSAYER",115,250);
  text("SCORE :", 230,100);
  text(impact, 350,100);
  text("MEILLEUR SCORE :", 150,400);
  text(mimpact,430,400);
  stroke(255);
  fill(0,0,51);
  rect(275,270,50,20);
  stroke(255);
  fill(0,0,51);
  rect(30,30,50,20);
  fill(255);
  textSize(10);
  text("QUITTER",35,20);
  if((mouseX<=80)&&(mouseX>=30)&&(mouseY<=50)&&(mouseY>=30)){
   cursor(HAND);
  }

  if((mouseX<=80)&&(mouseX>=30)&&(mouseY<=50)&&(mouseY>=30)&&(mousePressed)){
   exit();
  }
 }

 if(mouseX>0 && mouseX<500){
  cursor(ARROW);
 }

 if((mouseX<=275+50)&&(mouseX>=275)&&(mouseY<=290)&&(mouseY>=270) && jeu==0){
  cursor(HAND);
 }

 if((mouseX<=275+50)&&(mouseX>=275)&&(mouseY<=290)&&(mouseY>=270)&&(mousePressed)){
// Lancer une 1ere partie
  jeu=1;
  essai=1;
  score=ns;
  k=0;
  dt=1;
  impact=0;
 }

 if(jeu==1){              //Démarrage de la balle
  toto=titi;              //Vitesse
  titi=mouseY;
  difr=titi-toto;
  tata=tutu;
  tutu=mouseY;
  difrx=tutu-tata;
  time+=dt;
```

```
 if(time>133){                //Temps de pause apres avoir perdu un point
  time=0;
  dt=0;
  k=1;
 }

 if (x>580){                     //Point gagné par l'ordi
  dx=2;
  dy=1;
  score-=1;
  etat+=1;
  k=0;
  dt=1;
 }

 if (x<20){                   //Zone de rebond de la balle
  dx=-dx;
 }

 if (y>480){
  dy=-dy;
 }

 if (y<20){
  dy=-dy;
 }

 if ((x+dx>=150)&&(x+dx<=180)&&(y<150)){
  if (y+dy<148){
     dx=-dx;
  }
  else dy=-dy;

 }

 if ((x+dx>=150)&&(x+dx<=180)&&(y>350)){
  if (y+dy>352){
     dx=-dx;
  }
  else dy=-dy;
 }

 if ((x>300)&&((x+dx)>mouseX) &&(x<mouseX+31) && (y<mouseY+rr) && (y>mouseY)){    //Impacte
de la raquette sur la balle
  x=mouseX;
  dx=-(dx+difrx/5);
  impact++;
  dy=dy+difr/5;
  k=k*1.1;
 }

 if ((x>300)&&(x>mouseX+31) && (y<mouseY+rr) && (y>mouseY)){
```

```
 dx=2;
 dy=1;
 score-=1;
 etat+=1;
 k=0;
 dt=1;
}

if((mouseX<=10)&&(mouseX>=0)&&(mouseY<=10)&&(mouseY>=0)&&(mousePressed)){        // ^^
 jeu=2;
 dx=2;
 dy=1;
 etat+=1;
 k=0;
 dt=1;
}

if (mouseY<=10){                              //Zone de déplacement de la raquette
 mouseY=10;
}

if (mouseY+rr>=490){
 mouseY=490-rr;
}

if (mouseX<=300){
 mouseX=300;
}

if (mouseX>=580){
 mouseX=580;
}

if(etat!=0){            //Remise de la balle au point de depart
 x=300;
 y=250;
 etat=0;
}

stroke(255);              //Zone de jeu
fill(0,0,0);
rect(10,10,580,480);
stroke(255);

stroke(255);                  // Obstacles
fill(0,0,51);
rect( 150,0, 30, 150);
rect( 150,350, 30, 150);
noStroke();
fill(0,0,51);
rect( 151,0, 29, 100);
rect( 151,401, 29, 100);
```

```
noStroke();
fill(0,0,51);
rect( 0,0, 600, 10);
rect( 0,491, 600, 9);

stroke(255);
fill(0,200,0);
ellipse(200,75,20,50);
ellipse(228,75,15,35);
ellipse(250,75,10,20);
stroke(255);
fill(255,0,0);
ellipse(250,425,20,50);
ellipse(223,425,15,35);
ellipse(200,425,10,20);

if(((x+dx)>200) &&(x<225) && (y<100) && (y>50)){              // Teleportation
  x=75;
  y=480;
  dy=-4;
  dx=-4;
}

if(((x+dx)>200) &&(x<225) && (y<450) && (y>400)){
  x=75;
  y=20;
  dy=2;
  dx=2;
}

stroke(255);                    // Raquette
fill(0,0,51);
Xr= 590-mouseX;
rect(mouseX,mouseY,Xr,rr);
noStroke();
fill(0,0,51);
rect(mouseX+1,mouseY+1,1000,rr-1);

stroke(random(255),random(255),random(255));                        //Balle
fill(random(255),random(255),random(255));
ellipse(x,y,8,8);

if(((x-dx*k)<590)&&((x-dx*k)>10)&&((y-dy*k)<490)&&((y-dy*k)>10)){
  ellipse(x-dx*k,y-dy*k,7,7);
}

if(((x-2*dx*k)<590)&&((x-2*dx*k)>10)&&((y-2*dy*k)<490)&&((y-2*dy*k)>10)){
  ellipse(x-2*dx*k,y-2*dy*k,6,6);
}

if(((x-3*dx*k)<590)&&((x-3*dx*k)>10)&&((y-3*dy*k)<490)&&((y-3*dy*k)>10)){
  ellipse(x-3*dx*k,y-3*dy*k,5,5);
```

```
}

if(((x-4*dx*k)<590)&&((x-4*dx*k)>10)&&((y-4*dy*k)<490)&&((y-4*dy*k)>10)){
  ellipse(x-4*dx*k,y-4*dy*k,4,4);
}

if(((x-5*dx*k)<590)&&((x-5*dx*k)>10)&&((y-5*dy*k)<490)&&((y-5*dy*k)>10)){
  ellipse(x-5*dx*k,y-5*dy*k,3,3);
}

if(((x-6*dx*k)<590)&&((x-6*dx*k)>10)&&((y-6*dy*k)<490)&&((y-6*dy*k)>10)){
  ellipse(x-6*dx*k,y-6*dy*k,2,2);
}

if(((x-7*dx*k)<590)&&((x-7*dx*k)>10)&&((y-7*dy*k)<490)&&((y-7*dy*k)>10)){
  ellipse(x-7*dx*k,y-7*dy*k,1,1);
}


x=x+dx*k;                      //Deplacement de la balle
y=y+dy*k;

textSize(15);                 //Affichage du score
stroke(255);
fill(255);
text("VIES RESTANTES :",210, 50);
text(score, 340,50);
textSize(10);
text("Rebonds :",470,480);
text(impact, 530,480);
textSize(40);

if((time>1)&&(time<33)){              //Compte a rebourd pour relancer la balle
  text("3",287,230);
}

if((time>33)&&(time<66)){
  text("2",287,230);
}

if((time>66)&&(time<100)){
  text("1",287,230);
}

if((time>100)&&(time<133)){
  text("GO !",267,230);
}

if(impact>mimpact){
   mimpact=impact;
}
```

```
  if(score<=0){                    //Fin d'une partie quand le score est a 0
    stroke(255);
    fill(0,0,0);
    rect(275,270,50,20);
    jeu=0;
    }
  }
}
```