**import** turtle as t

playerAscore**=**0

playerBscore**=**0

#create a window and declare a variable called window and call the screen()

window**=**t.Screen()

window.title("The Pong Game")

window.bgcolor("green")

window.setup(width**=**800,height**=**600)

window.tracer(0)

#Creating the left paddle

leftpaddle**=**t.Turtle()

leftpaddle.speed(0)

leftpaddle.shape("square")

leftpaddle.color("white")

leftpaddle.shapesize(stretch\_wid**=**5,stretch\_len**=**1)

leftpaddle.penup()

leftpaddle.goto(**-**350,0)

#Creating the right paddle

rightpaddle**=**t.Turtle()

rightpaddle.speed(0)

rightpaddle.shape("square")

rightpaddle.color("white")

rightpaddle.shapesize(stretch\_wid**=**5,stretch\_len**=**1)

rightpaddle.penup()

rightpaddle.goto(**-**350,0)

#Code for creating the ball

ball**=**t.Turtle()

ball.speed(0)

ball.shape("circle")

ball.color("red")

ball.penup()

ball.goto(5,5)

ballxdirection**=**0.2

ballydirection**=**0.2

#Code for creating pen for scorecard update

pen**=**t.Turtle()

pen.speed(0)

pen.color("Blue")

pen.penup()

pen.hideturtle()

pen.goto(0,260)

pen.write("score",align**=**"center",font**=**('Arial',24,'normal'))

#code for moving the leftpaddle

**def** leftpaddleup():

    y**=**leftpaddle.ycor()

    y**=**y**+**90

    leftpaddle.sety(y)

**def** leftpaddledown():

    y**=**leftpaddle.ycor()

    y**=**y**+**90

    leftpaddle.sety(y)

#code for moving the rightpaddle

**def** rightpaddleup():

    y**=**rightpaddle.ycor()

    y**=**y**+**90

    rightpaddle.sety(y)

**def** rightpaddledown():

    y**=**rightpaddle.ycor()

    y**=**y**+**90

    rightpaddle.sety(y)

#Assign keys to play

window.listen()

window.onkeypress(leftpaddleup,'w')

window.onkeypress(leftpaddledown,'s')

window.onkeypress(rightpaddleup,'Up')

window.onkeypress(rightpaddledown,'Down')

**while** True:

    window.update()

    #moving the ball

    ball.setx(ball.xcor()**+**ballxdirection)

    ball.sety(ball.ycor()**+**ballxdirection)

    #border set up

**if** ball.ycor()>290:

        ball.sety(290)

        ballydirection**=**ballydirection**\*-**1

**if** ball.ycor()<**-**290:

        ball.sety(**-**290)

        ballydirection**=**ballydirection**\*-**1

**if** ball.xcor() > 390:

        ball.goto(0,0)

        ball\_dx **=** ball\_dx **\*** **-**1

        player\_a\_score **=** player\_a\_score **+** 1

        pen.clear()

        pen.write("Player A: {}                    Player B: {} ".format(player\_a\_score,player\_b\_score),align**=**"center",font**=**('Monaco',24,"normal"))

        os.system("afplay wallhit.wav&")

**if**(ball.xcor()) < **-**390: # Left width paddle Border

        ball.goto(0,0)

        ball\_dx **=** ball\_dx **\*** **-**1

        player\_b\_score **=** player\_b\_score **+** 1

        pen.clear()

        pen.write("Player A: {}                    Player B: {} ".format(player\_a\_score,player\_b\_score),align**=**"center",font**=**('Monaco',24,"normal"))

        os.system("afplay wallhit.wav&")

     # Handling the collisions with paddles.

**if**(ball.xcor() > 340) **and** (ball.xcor() < 350) **and** (ball.ycor() < rightpaddle.ycor() **+** 40 **and** ball.ycor() > rightpaddle.ycor() **-** 40):

        ball.setx(340)

        ball\_dx **=** ball\_dx **\*** **-**1

        os.system("afplay paddle.wav&")

**if**(ball.xcor() < **-**340) **and** (ball.xcor() > **-**350) **and** (ball.ycor() < leftpaddle.ycor() **+** 40 **and** ball.ycor() > leftpaddle.ycor() **-** 40):

        ball.setx(**-**340)

        ball\_dx **=** ball\_dx **\*** **-**1

        os.system("afplay paddle.wav&