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Improving the game using classes:

Ball Class:

* Hold ball position
* Holds ball speed.
* Function to draw the ball
* Function to update the position.
* Handles the collisions.

Paddle Class:

* holds Paddles positions.
* Function to draw the Paddle.
* Function to update the position

PlayerScore:

* responsible for managing the recourse to display texts.
* Initialize the surface and texture.
* Function the drew the score

GameEngine :

* Game Engine functionality