Pong V1 Algorithm

Based on "Template - Events Algorithm"

main program

create window (**U**)

create Game called game, using window (**U**)

play game (U)

close window (L)

function create window (out: window)

initialize graphics library (L)

open window with title '**Pong**', size 500 by 400 (L)

class Game

window

bg color

pause time

close clicked

continue game

**ball**

Game function create (in: window, out: game)

set window using argument

create Color object, called bg color, using 'black' (L)

set pause time to value

set close clicked to false

set continue game to true

**Create ball object (U)**

Game function play (in: self)

draw self (U)

while not close clicked

play frame (B)

Game block play frame

handle event on self (**U**)

if continue game

update self (**U**)

decide continue on self (**U**)

draw self (**U**)

pause for pause time (L)

Game function handle event (in: self)

get next event (L)

if type of event equals window close

set close clicked to true

~~if type of event equals~~ **~~???~~** ~~and continue game~~

**~~???~~**

Game function draw (in: self)

fill window using bg color (L)

**draw ball (U)**

**draw left paddle (U)**

**Draw right paddle (U)**

update display (L)

Game function update (in: self)

**move ball (U)**

Game function decide continue (in: self)

**pass**

**class Ball**

**radius**

**center**

**color**

**velocity**

**window**

**Ball function create(in:radius,center,color,velocity,window out:ball)**

**set window using argument**

**set radius using argument**

**set center using argument**

**set color using argument**

**set velocity using argument**

**Ball function draw (in: self)**

**Draw a circle with radius = 5, color = white, position = middle of screen(L)**

**Ball function move (in: self)**

**Set coord to coord + ve**

**Add the center coordinates by the velocity, velocity = 2:1 (horizontal:vertical)**