

```
1 import turtle
2 import tkinter as tk
3
4
5 wn = turtle.Screen()
6 wn.title("Pong by @TokyoEdTech")
7 wn.bgcolor("#89E8FD")
8 wn.setup(width=640, height=360)
9 wn.tracer(0)
10
11
12 # score
13 score_a = 0
14 score_b = 0
15
16
17 # papan A
18 papan_a = turtle.Turtle()
19 papan_a.speed(0)
20 papan_a.shape("square")
21 papan_a.color("#FF5E74")
22 papan_a.shapesize(stretch_wid=2.5, stretch_len=0.001, outline=13)
23 papan_a.penup()
24 papan_a.goto(-290, 0)
25
26
27 # papan B
28 papan_b = turtle.Turtle()
29 papan_b.speed(0)
30 papan_b.shape("square")
31 papan_b.color("#FFA051")
32 papan_b.shapesize(stretch_wid=2.5, stretch_len=0.001, outline=15)
33 papan_b.penup()
34 papan_b.goto(280, 0)
35
36
37 # bola
38 bola = turtle.Turtle()
39 bola.speed(0)
40 bola.shape("circle")
41 bola.color("#505582")
42 bola.penup()
43 bola.goto(0, 0)
44 cepat = 0.3
45 bola.dx = cepat
46 bola.dy = cepat
47
48
49 # Pen
50 pen = turtle.Turtle()
51 pen.speed(0)
52 pen.color("#F8FFBC")
53 pen.penup()
54 pen.hideturtle()
55 pen.goto(0, 153)
56 pen.write("Player A: {} <|> Player B: {}".format(score_a, score_b),
57 align="center", font=("Dosis ExtraBold", 11, "normal"))
58
59
```

```

60 # box
61 box = turtle.Turtle()
62 box.speed(0)
63 box.shape("square")
64 box.color("#501731")
65 box.shapesize(stretch_wid=0.1, stretch_len=12, outline=5)
66 box.penup()
67 box.goto(0, 179)
68
69
70 # function
71 def papan_a_up():
72     y = papan_a.ycor()
73     y += 30
74     papan_a.sety(y)
75     if (y >= 175):
76         papan_a.goto(-290,140)
77
78 def papan_a_down():
79     y = papan_a.ycor()
80     y -= 30
81     papan_a.sety(y)
82     if (y <= -175):
83         papan_a.goto(-290,-140)
84
85 def papan_b_up():
86     y = papan_b.ycor()
87     y += 30
88     papan_b.sety(y)
89     if (y >= 175):
90         papan_b.goto(280,140)
91
92 def papan_b_down():
93     y = papan_b.ycor()
94     y -= 30
95     papan_b.sety(y)
96     if (y <= -175):
97         papan_b.goto(280,-140)
98
99
100 # keyboard binding
101 wn.listen()
102 wn.onkeypress(papan_a_up,"w")
103 wn.onkeypress(papan_a_down,"s")
104 wn.onkeypress(papan_b_up,"Up")
105 wn.onkeypress(papan_b_down,"Down")
106
107
108 # Main game loop
109 while True:
110     wn.update()
111
112     # move the ball
113     bola.setx(bola.xcor() + bola.dx)
114     bola.sety(bola.ycor() + bola.dy)
115
116     # border check
117     if bola.ycor() > 180:
118         bola.sety(180)
119         bola.dy = -cepat

```

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120
121     elif bola.ycor() < -180:
122         bola.sety(-180)
123         bola.dy = cepat
124
125     if bola.xcor() > 320:
126         bola.setx(320)
127         bola.goto(0,0)
128         score_b += 1
129         pen.clear()
130         pen.write("Player A: {} <|> Player B: {}".format(score_a, score_b),
align="center", font=("Dosis ExtraBold", 11, "normal"))
131
132     elif bola.xcor() < -320:
133         bola.setx(-320)
134         bola.goto(0,0)
135         score_a += 1
136         pen.clear()
137         pen.write("Player A: {} <|> Player B: {}".format(score_a, score_b),
align="center", font=("Dosis ExtraBold", 11, "normal"))
138
139     # bola bertemu papan
140     if (bola.xcor() < 278 and bola.xcor() > 265) and (bola.ycor() < papan_b.ycor() +
45 and bola.ycor() > papan_b.ycor() - 45):
141         bola.dx = -cepat
142
143     if (bola.xcor() > -275 and bola.xcor() < -270) and (bola.ycor() < papan_a.ycor()
+ 45 and bola.ycor() > papan_a.ycor() - 45):
144         bola.dx = cepat
145

```