from pygame import \*

font.init()

window=display.set\_mode((700,500))

display.set\_caption("Пинг-Понг")

background = transform.scale(

        image.load("a.jpg"),

        (700,500)

)

clock=time.Clock()

FPS=60

score=0

lost=0

finish=True

game=True

class GameSprite(sprite.Sprite):

        def \_\_init\_\_(self,player\_image,player\_x,player\_y,size\_x,size\_y,player\_speed):

                super().\_\_init\_\_()

                self.image = transform.scale(image. load(player\_image), (size\_x, size\_y))

                self. speed = player\_speed

                self.rect = self.image.get\_rect()

                self.rect.x = player\_x

                self.rect.y = player\_y

        def reset(self):

                window.blit(self.image, (self.rect.x, self.rect.y))

class Player(GameSprite):

    def update(self):

        keys\_pressed=key.get\_pressed()

        if keys\_pressed[K\_UP] and self.rect.y> 5:

            self.rect.y -= self.speed

        if keys\_pressed[K\_DOWN] and self.rect.y< 500-80:

            self.rect.y+=self.speed

    def update1(self):

        keys\_pressed=key.get\_pressed()

        if keys\_pressed[K\_w] and self.rect.y> 5:

            self.rect.y -= self.speed

        if keys\_pressed[K\_s] and self.rect.y< 500-80:

            self.rect.y+=self.speed

player1=Player("ad.jpg",0,100,100,100,10)

player2=Player("ad.jpg",600,100,100,100,10)

player3=Player("ada.jpg",350,50,100,100,10)

finish=False

run=True

speed\_x = 3

speed\_y=3

score1=0

font1=font.Font(None,70)

zzz=font1.render("Score1:",True,(255,215,0))

score2=0

font2=font.Font(None,70)

xxx=font1.render("Score2:",True,(200,100,10))

font3=font.Font(None,70)

www=font3.render("Игра окончена",True,(200,200,50))

while run:

    for e in event.get():

        if e.type==QUIT:

            run=False

    if finish !=True:

        player3.rect.x+=speed\_x

        player3.rect.y+=speed\_y

        if player3.rect.y>500-50 or player3.rect.y<0:

            speed\_y\*=-1

        if sprite.collide\_rect(player1,player3):

            speed\_x\*=-1

        if sprite.collide\_rect(player2,player3):

            speed\_x\*=-1

        if player3.rect.x>700:

            score2+=1

            player3.rect.x=350

            player3.rect.y=50

        if player3.rect.x<0:

            score1+=1

            player3.rect.x=350

            player3.rect.y=50

        ddd=font1.render(str(score1),True,(255,215,0))

        vvv=font1.render(str(score2),True,(200,100,10))

        window.blit(background,(0,0))

        window.blit(zzz,(200,0))

        window.blit(xxx,(200,30))

        window.blit(ddd,(400,0))

        window.blit(vvv,(400,30))

        player1.update()

        player2.update1()

        display.update()

        player1.reset()

        player2.reset()

        player3.reset()

    if score1==10 or score2==10:

        finish=True

        font3=font.Font(None,70)

        www=font3.render("Игра окончена",True,(200,200,50))

        window.blit(www,(200,60))

    display.update()

    clock.tick(FPS)