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import turtle
import winsound

wn = turtle.Screen()
wn.title("Pong by @tokyoEdTech")
wn.bgcolor("black")
wn.setup(width=800, height=600)
wn.tracer(0)

#Score
score_a = 0
score_b = 0

#paddle A
paddle_a = turtle.Turtle()
paddle_a.speed(0)
paddle_a.shape("square")
paddle_a.color("white")
paddle_a.shapesize(stretch_wid=5, stretch_len=1)
paddle_a.penup()
paddle_a.goto(-350, 0)

#paddle B
paddle_b = turtle.Turtle()
paddle_b.speed(0)
paddle_b.shape("square")
paddle_b.color("white")
paddle_b.shapesize(stretch_wid=5, stretch_len=1)
paddle_b.penup()
paddle_b.goto(+350, 0)

#Ball
ball = turtle.Turtle()
ball.speed(0)
ball.shape("square")
ball.color("white")
ball.penup()
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ball.goto(0, 0)
ball.dx = 1
ball.dy = -1

#pen
pen = turtle.Turtle()
pen.speed(0)
pen.color("white")
pen.penup()
pen.hideturtle()
pen.goto(0,260)
pen.write("Player A: 0  PlayerB: 0", align='center', font=("Courier", 24,
"normal"))

# function
def paddle_a_up():
    y = paddle_a.ycor()
    y += 20
    paddle_a.sety(y)

def paddle_a_down():
    y = paddle_a.ycor()
    y -= 20
    paddle_a.sety(y)

def paddle_b_up():
    y = paddle_b.ycor()
    y += 20
    paddle_b.sety(y)

def paddle_b_down():
    y = paddle_b.ycor()
    y -= 20
    paddle_b.sety(y)

#keyboard binding
wn.listen()
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wn.onkeypress(paddle_a_up, "w")
wn.onkeypress(paddle_a_down, "s")
wn.onkeypress(paddle_b_up, "Up")
wn.onkeypress(paddle_b_down, "Down")

# main game loop
while True:
    wn.update()

    #move the ball
    ball.setx(ball.xcor() + ball.dx)
    ball.sety(ball.ycor() + ball.dy)

    #border checking
    if ball.ycor() > 290:
        ball.sety(290)
        ball.dy *= -1
        winsound.PlaySound("bounce.wav", winsound.SND_ASYNC)

    if ball.ycor() < -290:
        ball.sety(-290)
        ball.dy *= -1
        winsound.PlaySound("bounce.wav", winsound.SND_ASYNC)

    if ball.xcor() > 390:
        ball.goto(0, 0)
        ball.dx *= -1
        score_a += 1
        pen.clear()
        pen.write("Player A: {} PlayerB: {}".format(score_a, score_b),
align='center', font=("Courier", 24, "normal"))

    if ball.xcor() < -390:
        ball.goto(0, 0)
        ball.dx *= -1

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    score_b += 1
    pen.clear()
    pen.write("Player A: {} PlayerB: {}".format(score_a, score_b),
align='center', font=("Courier", 24, "normal"))

    ## paddle and ball collision
    if (ball.xcor() > 340 and ball.xcor() < 350) and (ball.ycor() <
paddle_b.ycor() + 40 and ball.ycor() > paddle_b.ycor() - 40):
        ball.setx(340)
        ball.dx *= -1
        winsound.PlaySound("bounce.wav", winsound.SND_ASYNC)

    if (ball.xcor() < -340 and ball.xcor() > -350) and (ball.ycor() <
paddle_a.ycor() + 40 and ball.ycor() > paddle_a.ycor() - 40):
        ball.setx(-340)
        ball.dx *= -1
        winsound.PlaySound("bounce.wav", winsound.SND_ASYNC)
```