Code:

import pygame

# Initialize Pygame

pygame.init()

# Define colors

BLACK = (0, 0, 0)

WHITE = (255, 255, 255)

# Set up the game window

WINDOW\_WIDTH = 800

WINDOW\_HEIGHT = 600

window = pygame.display.set\_mode((WINDOW\_WIDTH, WINDOW\_HEIGHT))

pygame.display.set\_caption("Ping Pong")

# Set up the game objects

BALL\_RADIUS = 10

ball\_x = WINDOW\_WIDTH // 2

ball\_y = WINDOW\_HEIGHT // 2

ball\_dx = 5

ball\_dy = 5

PADDLE\_WIDTH = 10

PADDLE\_HEIGHT = 80

player1\_x = 50

player1\_y = WINDOW\_HEIGHT // 2 - PADDLE\_HEIGHT // 2

player2\_x = WINDOW\_WIDTH - 50 - PADDLE\_WIDTH

player2\_y = WINDOW\_HEIGHT // 2 - PADDLE\_HEIGHT // 2

# Draw the game objects

def draw\_objects():

window.fill(BLACK)

pygame.draw.circle(window, WHITE, (ball\_x, ball\_y), BALL\_RADIUS)

pygame.draw.rect(window, WHITE, (player1\_x, player1\_y, PADDLE\_WIDTH, PADDLE\_HEIGHT))

pygame.draw.rect(window, WHITE, (player2\_x, player2\_y, PADDLE\_WIDTH, PADDLE\_HEIGHT))

# Update the game objects

def update\_objects():

global ball\_x, ball\_y, ball\_dx, ball\_dy, player1\_y, player2\_y

# Move the ball

ball\_x += ball\_dx

ball\_y += ball\_dy

# Collision detection with paddles and boundaries

if ball\_x < BALL\_RADIUS + PADDLE\_WIDTH and player1\_y < ball\_y < player1\_y + PADDLE\_HEIGHT:

ball\_dx = abs(ball\_dx)

elif ball\_x < BALL\_RADIUS + PADDLE\_WIDTH:

print("Player 2 wins!")

pygame.quit()

quit()

if ball\_x > WINDOW\_WIDTH - BALL\_RADIUS - PADDLE\_WIDTH and player2\_y < ball\_y < player2\_y + PADDLE\_HEIGHT:

ball\_dx = -abs(ball\_dx)

elif ball\_x > WINDOW\_WIDTH - BALL\_RADIUS - PADDLE\_WIDTH:

print("Player 1 wins!")

pygame.quit()

quit()

if ball\_y < BALL\_RADIUS or ball\_y > WINDOW\_HEIGHT - BALL\_RADIUS:

ball\_dy = -ball\_dy

# Move the paddles

keys = pygame.key.get\_pressed()

if keys[pygame.K\_w] and player1\_y > 0:

player1\_y -= 5

if keys[pygame.K\_s] and player1\_y < WINDOW\_HEIGHT - PADDLE\_HEIGHT:

player1\_y += 5

if keys[pygame.K\_UP] and player2\_y > 0:

player2\_y -= 5

if keys[pygame.K\_DOWN] and player2\_y < WINDOW\_HEIGHT - PADDLE\_HEIGHT:

player2\_y += 5

# Set up the game clock

clock = pygame.time.Clock()

# Game loop

while True:

# Handle events

for event in pygame.event.get():

if event.type == pygame.QUIT:

pygame.quit()

quit()

# Draw and update the game objects

draw\_objects()

update\_objects()

# Update the display

pygame.display.update()

# Set the frame rate

clock.tick(60)

Output Screenshot:

