```python
import pygame,sys,math

def rounds(num):
    if 0<num<=1:return 1
    else:return round(num)

size=w,h=1013,270
screen=pygame.display.set_mode(size)
ball=pygame.image.load('beach_ball.png')
pos0=[465,0]
pos1=[465,180]
clock=pygame.time.Clock()
screen.blit(ball,pos0)
screen.blit(ball,pos1)
pygame.display.flip()
speed=8
cycle=0
vary=1

while 1:
    for event in pygame.event.get():
        if event.type==pygame.QUIT:
            sys.exit()
        elif event.type==pygame.KEYDOWN:
            if event.key==pygame.K_ESCAPE:
                sys.exit()
    screen.fill([0,0,0])
    cycle+=vary

    if cycle==90:vary==-1
    elif cycle==-90:vary=1

    deg=cycle*math.pi/180
    cos=math.cos(deg)

    speed=rounds(cos*8)*vary
    pos0[0]+=speed
    pos1[0]+=speed
    screen.blit(ball,pos0)
    screen.blit(ball,pos1)
    pygame.display.flip()
    clock.tick(45)
```