

```
#move the ball with the arrow keys
def moveBall(event):
    if event.keycode==38:
        canvas.move(ball_ID, 0, -10)
    elif event.keycode==37:
        canvas.move(ball_ID, -10, 0)
    elif event.keycode==39:
        canvas.move(ball_ID, 10, 0)
    elif event.keycode==40:
        canvas.move(ball_ID, 0, 10)
canvas.bind_all("<Key>", moveBall)
```

التداخلات

```
#players
def overlaps(id):
    items = canvas.find_overlapping(*canvas.coords(ball_ID))
    if(id in items):
        return True
    else:
        return False
```

تحريك الكرة

```
# create players
cnt=0
def player(event):
    global cnt
    if cnt<=2:
        canvas.create_oval(event.x+45,event.y+20,event.x-25,
            event.y-25,width=3,fill="crimson", tags=("players", "team_R"))
        cnt=cnt+1
    elif cnt<=5:
        canvas.create_oval(event.x+45,event.y+20,event.x-25,
            event.y-25,width=3,fill="blue", tags=("players", "team_B"))
        cnt=cnt+1
    else:
        move_players()
```

تحريك اللاعبين

```
if move_players():
    global steps
    global max_steps
    global direction
    players = canvas.find_withtag("players")
    teamR = canvas.find_withtag("team_R")
    teamB = canvas.find_withtag("team_B")
    right_goal_area = canvas.find_withtag("R_goal_area")
    for pl in players:
        if(overlaps(pl)):
            if(pl in teamB):
                print("Game Over")
                canvas.unbind_all("<Key>")
                return
            canvas.move(pl, 0, direction)
            steps= steps+1
            if steps>=max_steps:
                direction=direction*(-1)
                steps=1
    for line in right_goal_area:
        if(overlaps(line)):
            print("Goal!")
            canvas.unbind_all("<Key>")
            return
    canvas.after(100, move_players)
```

إنشاء اللاعبين