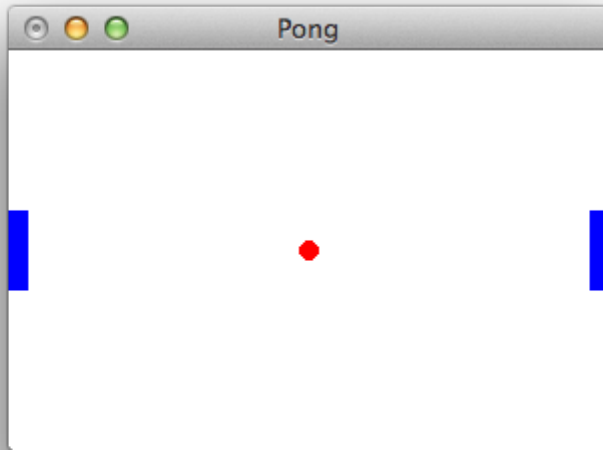## CIS 194: Homework 10
Due Friday, 14 November

- Files you should submit: `HW10.hs`.

  Write Pong.

    To help you understand Pong, I've included an implementation in the `Pong.jar` file, available from the website. To run it, just say `java -jar Pong.jar` at the command line.

    As an example of a larger Gloss game, I've also included Tetris on the website. To run, download and unzip `Tetris.zip`. You should have a `Tetris.hs` and a directory `Tetris` with four more Haskell files inside. In the same directory as `Tetris.hs`, say this at the command line:

```
 ghc --make -threaded -main-is Tetris Tetris.hs -o tet
```

(Windows users should say `tet.exe` at the end)
and then `./tet` (or `tet.exe` for Windows users) to run.

    Your Pong should have the following features:

- It should wait for some user interaction (such as a click) to start.

- Your paddle must be controlled by the up and down arrows.

- When you lose, the game must stop moving. It's nice if the user can restart, but this feature is not necessary.

- No part of either paddle should ever go off the screen.

- Other than (perhaps) while losing, no part of the ball should ever go off the screen.

- The computer player should be good. It is easier to make the computer player perfect, but you can challenge yourself by making a good – but not perfect – computer player.

As long as your program meets these guidelines, you're free to embellish as you see fit!

Note: To make it easier to compile and run your program, leave off the `module ... where` bit at the top. This will make the module be named `Main`, which is just right for programs you wish to compile and run at the command line. Then, you can just say `ghc HW10.hs` and a `HW10` executable will be created.