```
class Pista{
private:
    float x1,y1,x2,y2,x3,y3,x4,y4,moverLeft,moverRight;
    float x5,y5,x6,y6,x7,y7,x8,y8;
float x11,y11,x12,y12,x13,y13,x14,y14;
    float x15,y15,x16,y16,x17,y17,x18,y18;
public:
float moverDown;
void inicializa()
     x1 = -5;
                y1 = 5;
     x2 = 5;
                y2 = 5;
                y\bar{3} = -5;
     x3 = 5;
                  y4 = -5;
     x4 = -5;
     moverLeft = -75;
     moverRight = 75;
     moverDown = 100;
     x5 = -4.5; y5 = 4.5;
                   y6 = 4.5;

y7 = -4.5;
     x6 = 4.5i
     x7 = 4.5;
                   y8 = -4.5;
     x8 = -4.5;
// FAIXA DA PISTA
x11 = -4; y11 = 15; x12 = 4; y12 = 15; x13 = 4; y13 = -15;
x14 = -4; y14 = -15;
x15 = -3.5; y15 = 14.5; x16 = 3.5; y16 = 14.5; x17 = 3.5;
    = -14.5; x18 = -3.5; y18 = -14.5;
void CriarPista()
     glPushMatrix();
      / BORDA DA PÍSTA A ESQUERDA EM VERTICAL DE CIMA PARA BAIXO /SEQUENCIA DE BLOCOS Î
        QUADRADO
     qlColor3f(0,0,0);
     glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown);
     qlVertex2f(x2+moverLeft,y2+moverDown);
qlVertex2f(x3+moverLeft,y3+moverDown);
glVertex2f(x4+moverLeft,y4+moverDown);
     glColor3f(0.5, 0.5, 0.5)
     qlVertex2f(x5+moverLeft,y5+moverDown);
qlVertex2f(x6+moverLeft,y6+moverDown);
glVertex2f(x7+moverLeft,y7+moverDown);
glVertex2f(x8+moverLeft,y8+moverDown);
         QUADRADO 2
     glColor3f(0,0,0);
     glBegin(GL_QUADS);
     qlVertex2f(x1+moverLeft,y1+moverDown-11);
     qlVertex2f(x2+moverLeft,y2+moverDown-11);
     glVertex2f(x3+moverLeft,y3+moverDown-11);
     glVertex2f(x4+moverLeft,y4+moverDown-11);
     glColor3f(0.5,0.5,0.5)
     qlVertex2f(x5+moverLeft,y5+moverDown-11);
     glVertex2f(x6+moverLeft,y6+moverDown-11);
     glVertex2f(x7+moverLeft,y7+moverDown-11);
     glVertex2f(x8+moverLeft,y8+moverDown-11);
     // QUADRADO 3
     glColor3f(0,0,0);
     qlBeqin(GL_QUADS);
     qlVertex2f(x1+moverLeft,y1+moverDown-22);
     glVertex2f(x2+moverLeft,y2+moverDown-22);
```

```
glVertex2f(x3+moverLeft,y3+moverDown-22);
glVertex2f(x4+moverLeft,y4+moverDown-22);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown-22);
qlVertex2f(x6+moverLeft,y6+moverDown-22);
glVertex2f(x7+moverLeft,y7+moverDown-22);
glVertex2f(x8+moverLeft,y8+moverDown-22);
glEnd();
//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
qlColor3f(0,0,0);
alBeain(GL OUADS);
glVertex2f(x1+moverLeft,y1+moverDown-44);
glVertex2f(x2+moverLeft,y2+moverDown-44);
glVertex2f(x3+moverLeft,y3+moverDown-44);
glVertex2f(x4+moverLeft,y4+moverDown-44);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-44);
qlVertex2f(x6+moverLeft,y6+moverDown-44);
qlVertex2f(x7+moverLeft,y7+moverDown-44);
glVertex2f(x8+moverLeft,y8+moverDown-44);
glEnd();
// QUADRADO
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown-55);
qlVertex2f(x2+moverLeft,y2+moverDown-55);
glVertex2f(x3+moverLeft,y3+moverDown-55);
glVertex2f(x4+moverLeft,y4+moverDown-55);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown-55);
glVertex2f(x6+moverLeft,y6+moverDown-55);
glVertex2f(x7+moverLeft,y7+moverDown-55);
glVertex2f(x8+moverLeft,y8+moverDown-55);
glEnd();
// QUADRADO 6
qlColor3f(0,0,0);
qlBeqin(GL_OUADS);
glVertex2f(x1+moverLeft,y1+moverDown-66);
glVertex2f(x2+moverLeft,y2+moverDown-66);
qlVertex2f(x3+moverLeft,y3+moverDown-66);
qlVertex2f(x4+moverLeft,y4+moverDown-66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-66);
qlVertex2f(x6+moverLeft,y6+moverDown-66);
qlVertex2f(x7+moverLeft,y7+moverDown-66);
glVertex2f(x8+moverLeft,y8+moverDown-66);
glEnd();
//SEQUENCIA DE BLOCOS 3
// QUADRADO
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown-88);
glVertex2f(x2+moverLeft,y2+moverDown-88);
glVertex2f(x3+moverLeft,y3+moverDown-88);
qlVertex2f(x4+moverLeft,y4+moverDown-88);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-88);
glVertex2f(x6+moverLeft,y6+moverDown-88);
qlVertex2f(x7+moverLeft,y7+moverDown-88);
qlVertex2f(x8+moverLeft,y8+moverDown-88);
qlEnd();
```

```
// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown-99);
qlVertex2f(x2+moverLeft,y2+moverDown-99);
glVertex2f(x3+moverLeft,y3+moverDown-99);
glVertex2f(x4+moverLeft,y4+moverDown-99);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown-99);
glVertex2f(x6+moverLeft,y6+moverDown-99);
glVertex2f(x7+moverLeft,y7+moverDown-99);
qlVertex2f(x8+moverLeft,y8+moverDown-99);
qlEnd();
// OUADRADO 9
qlColor3f(0,0,0);
qlBeqin(GL QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-110);
glVertex2f(x2+moverLeft,y2+moverDown-110);
qlVertex2f(x3+moverLeft,y3+moverDown-110);
qlVertex2f(x4+moverLeft,y4+moverDown-110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-110);
qlVertex2f(x6+moverLeft,y6+moverDown-110);
qlVertex2f(x7+moverLeft,y7+moverDown-110);
glVertex2f(x8+moverLeft,y8+moverDown-110);
glEnd();
//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
qlBeqin(GL_OUADS);
qlVertex2f(x1+moverLeft,y1+moverDown-132);
glVertex2f(x2+moverLeft,y2+moverDown-132);
glVertex2f(x3+moverLeft,y3+moverDown-132);
qlVertex2f(x4+moverLeft,y4+moverDown-132);
qlColor3f().5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-132);
glVertex2f(x6+moverLeft,y6+moverDown-132);
qlVertex2f(x7+moverLeft,y7+moverDown-132);
qlVertex2f(x8+moverLeft,y8+moverDown-132);
qlEnd();
// QUADRADO 11
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-143);
qlVertex2f(x2+moverLeft,y2+moverDown-143);
qlVertex2f(x3+moverLeft,y3+moverDown-143);
qlVertex2f(x4+moverLeft,y4+moverDown-143);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown-143);
qlVertex2f(x6+moverLeft,y6+moverDown-143);
glVertex2f(x7+moverLeft,y7+moverDown-143);
glVertex2f(x8+moverLeft,y8+moverDown-143);
glEnd();
// QUADRADO 12
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-154);
glVertex2f(x2+moverLeft,y2+moverDown-154);
glVertex2f(x3+moverLeft,y3+moverDown-154);
glVertex2f(x4+moverLeft,y4+moverDown-154);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-154);
```

```
glVertex2f(x6+moverLeft,y6+moverDown-154);
glVertex2f(x7+moverLeft,y7+moverDown-154);
glVertex2f(x8+moverLeft,y8+moverDown-154);
glEnd();
//SEQUENCIA DE BLOCOS 5
// QUADRADO 13
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-176);
glVertex2f(x2+moverLeft,y2+moverDown-176);
qlVertex2f(x3+moverLeft,y3+moverDown-176);
qlVertex2f(x4+moverLeft,y4+moverDown-176);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-176);
qlVertex2f(x6+moverLeft,y6+moverDown-176);
glVertex2f(x7+moverLeft,y7+moverDown-176);
glVertex2f(x8+moverLeft,y8+moverDown-176);
qlEnd();
// QUADRADO 14
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown-187);
qlVertex2f(x2+moverLeft,y2+moverDown-187);
glVertex2f(x3+moverLeft,y3+moverDown-187);
glVertex2f(x4+moverLeft,y4+moverDown-187);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown-187);
glVertex2f(x6+moverLeft,y6+moverDown-187);
glVertex2f(x7+moverLeft,y7+moverDown-187);
qlVertex2f(x8+moverLeft,y8+moverDown-187);
glEnd();
// QUADRADO 15
qlColor3f(0,0,0);
qlBeqin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-198);
glVertex2f(x2+moverLeft,y2+moverDown-198);
qlVertex2f(x3+moverLeft,y3+moverDown-198);
qlVertex2f(x4+moverLeft,y4+moverDown-198);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-198);
qlVertex2f(x6+moverLeft,y6+moverDown-198);
qlVertex2f(x7+moverLeft,y7+moverDown-198);
glVertex2f(x8+moverLeft,y8+moverDown-198);
glEnd();
//parte de cina do layout
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+11);
qlVertex2f(x2+moverLeft,y2+moverDown+11);
glVertex2f(x3+moverLeft,y3+moverDown+11);
glVertex2f(x4+moverLeft,y4+moverDown+11);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+11);
glVertex2f(x6+moverLeft,y6+moverDown+11);
glVertex2f(x7+moverLeft,y7+moverDown+11);
glVertex2f(x8+moverLeft,y8+moverDown+11);
// QUADRADO 3
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+22);
glVertex2f(x2+moverLeft,y2+moverDown+22);
```

```
glVertex2f(x3+moverLeft,y3+moverDown+22);
glVertex2f(x4+moverLeft,y4+moverDown+22);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+22);
qlVertex2f(x6+moverLeft,y6+moverDown+22);
glVertex2f(x7+moverLeft,y7+moverDown+22);
glVertex2f(x8+moverLeft,y8+moverDown+22);
glEnd();
//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
qlColor3f(0,0,0);
alBeain(GL OUADS);
glVertex2f(x1+moverLeft,y1+moverDown+44);
glVertex2f(x2+moverLeft,y2+moverDown+44);
glVertex2f(x3+moverLeft,y3+moverDown+44);
glVertex2f(x4+moverLeft,y4+moverDown+44);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+44);
qlVertex2f(x6+moverLeft,y6+moverDown+44);
qlVertex2f(x7+moverLeft,y7+moverDown+44);
glVertex2f(x8+moverLeft,y8+moverDown+44);
glEnd();
// QUADRADO
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+55);
qlVertex2f(x2+moverLeft,y2+moverDown+55);
glVertex2f(x3+moverLeft,y3+moverDown+55);
glVertex2f(x4+moverLeft,y4+moverDown+55);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+55);
glVertex2f(x6+moverLeft,y6+moverDown+55);
glVertex2f(x7+moverLeft,y7+moverDown+55);
glVertex2f(x8+moverLeft,y8+moverDown+55);
glEnd();
// QUADRADO 6
qlColor3f(0,0,0);
qlBeqin(GL_OUADS);
glVertex2f(x1+moverLeft,y1+moverDown+66);
glVertex2f(x2+moverLeft,y2+moverDown+66);
qlVertex2f(x3+moverLeft,y3+moverDown+66);
qlVertex2f(x4+moverLeft,y4+moverDown+66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+66);
qlVertex2f(x6+moverLeft,y6+moverDown+66);
qlVertex2f(x7+moverLeft,y7+moverDown+66);
glVertex2f(x8+moverLeft,y8+moverDown+66);
glEnd();
//SEQUENCIA DE BLOCOS 3
// QUADRADO
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+88);
glVertex2f(x2+moverLeft,y2+moverDown+88);
glVertex2f(x3+moverLeft,y3+moverDown+88);
qlVertex2f(x4+moverLeft,y4+moverDown+88);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+88);
glVertex2f(x6+moverLeft,y6+moverDown+88);
qlVertex2f(x7+moverLeft,y7+moverDown+88);
qlVertex2f(x8+moverLeft,y8+moverDown+88);
qlEnd();
```

```
// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+99);
qlVertex2f(x2+moverLeft,y2+moverDown+99);
glVertex2f(x3+moverLeft,y3+moverDown+99);
glVertex2f(x4+moverLeft,y4+moverDown+99);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+99);
glVertex2f(x6+moverLeft,y6+moverDown+99);
glVertex2f(x7+moverLeft,y7+moverDown+99);
qlVertex2f(x8+moverLeft,y8+moverDown+99);
qlEnd();
// OUADRADO 9
qlColor3f(0,0,0);
qlBeqin(GL QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+110);
glVertex2f(x2+moverLeft,y2+moverDown+110);
qlVertex2f(x3+moverLeft,y3+moverDown+110);
qlVertex2f(x4+moverLeft,y4+moverDown+110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+110);
qlVertex2f(x6+moverLeft,y6+moverDown+110);
qlVertex2f(x7+moverLeft,y7+moverDown+110);
glVertex2f(x8+moverLeft,y8+moverDown+110);
glEnd();
//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
qlBeqin(GL_OUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+132);
glVertex2f(x2+moverLeft,y2+moverDown+132);
glVertex2f(x3+moverLeft,y3+moverDown+132);
qlVertex2f(x4+moverLeft,y4+moverDown+132);
qlColor3f().5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+132);
glVertex2f(x6+moverLeft,y6+moverDown+132);
qlVertex2f(x7+moverLeft,y7+moverDown+132);
qlVertex2f(x8+moverLeft,y8+moverDown+132);
qlEnd();
// QUADRADO 11
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+143);
qlVertex2f(x2+moverLeft,y2+moverDown+143);
qlVertex2f(x3+moverLeft,y3+moverDown+143);
qlVertex2f(x4+moverLeft,y4+moverDown+143);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+143);
qlVertex2f(x6+moverLeft,y6+moverDown+143);
glVertex2f(x7+moverLeft,y7+moverDown+143);
glVertex2f(x8+moverLeft,y8+moverDown+143);
glEnd();
// QUADRADO 12
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+154);
glVertex2f(x2+moverLeft,y2+moverDown+154);
glVertex2f(x3+moverLeft,y3+moverDown+154);
glVertex2f(x4+moverLeft,y4+moverDown+154);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+154);
```

```
glVertex2f(x6+moverLeft,y6+moverDown+154);
glVertex2f(x7+moverLeft,y7+moverDown+154);
glVertex2f(x8+moverLeft,y8+moverDown+154);
glEnd();
//SEQUENCIA DE BLOCOS 5
// QUADRADO 13
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+176);
glVertex2f(x2+moverLeft,y2+moverDown+176);
glVertex2f(x3+moverLeft,y3+moverDown+176);
qlVertex2f(x4+moverLeft,y4+moverDown+176);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+176);
qlVertex2f(x6+moverLeft,y6+moverDown+176);
glVertex2f(x7+moverLeft,y7+moverDown+176);
glVertex2f(x8+moverLeft,y8+moverDown+176);
qlEnd();
// QUADRADO 14
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverLeft,y1+moverDown+187);
qlVertex2f(x2+moverLeft,y2+moverDown+187);
glVertex2f(x3+moverLeft,y3+moverDown+187);
glVertex2f(x4+moverLeft,y4+moverDown+187);
qlColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverLeft,y5+moverDown+187);
glVertex2f(x6+moverLeft,y6+moverDown+187);
glVertex2f(x7+moverLeft,y7+moverDown+187);
qlVertex2f(x8+moverLeft,y8+moverDown+187);
glEnd();
// QUADRADO 15
qlColor3f(0,0,0);
qlcolor31(0,0,0);

qlBeqin(GL_QUADS);

glVertex2f(x1+moverLeft,y1+moverDown+198);

glVertex2f(x2+moverLeft,y2+moverDown+198);

qlVertex2f(x3+moverLeft,y3+moverDown+198);

qlVertex2f(x4+moverLeft,y4+moverDown+198);

glColor3f(0.5,0.5,0.5);

glVertex2f(x5+moverLeft,y5+moverDown+198);
qlVertex2f(x6+moverLeft,y6+moverDown+198);
qlVertex2f(x7+moverLeft,y7+moverDown+198);
glVertex2f(x8+moverLeft,y8+moverDown+198);
glEnd();
// BORDA DA PISTA A DIREITA EM VERTICAL DE CIMA PARA BAIXO
  //SEQUENCIA DE BLOCOS 1
// QUADRADO 1
qlColor3f(0,0,0);
qlBeqin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown);
glVertex2f(x2+moverRight,y2+moverDown);
qlVertex2f(x3+moverRight,y3+moverDown);
qlVertex2f(x4+moverRight,y4+moverDown);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown);
qlVertex2f(x6+moverRight,y6+moverDown);
glVertex2f(x7+moverRight,y7+moverDown);
glVertex2f(x8+moverRight,y8+moverDown);
  // QUADRADO 2
qlColor3f(0,0,0);
glBegin(GL_QUADS);
```

```
glVertex2f(x1+moverRight,y1+moverDown-11);
glVertex2f(x2+moverRight,y2+moverDown-11);
glVertex2f(x3+moverRight,y3+moverDown-11);
qlVertex2f(x4+moverRight,y4+moverDown-11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-11);
glVertex2f(x6+moverRight,y6+moverDown-11);
qlVertex2f(x7+moverRight,y7+moverDown-11);
glVertex2f(x8+moverRight,y8+moverDown-11);
// QUADRADO 3
glColor3f(0,0,0);
alBeain(GL OUADS);
glVertex2f(x1+moverRight,y1+moverDown-22);
glVertex2f(x2+moverRight,y2+moverDown-22);
qlVertex2f(x3+moverRight,y3+moverDown-22);
glVertex2f(x4+moverRight,y4+moverDown-22);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-22);
qlVertex2f(x6+moverRight,y6+moverDown-22);
qlVertex2f(x7+moverRight,y7+moverDown-22);
glVertex2f(x8+moverRight,y8+moverDown-22);
glEnd();
//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown-44);
glVertex2f(x2+moverRight,y2+moverDown-44);
glVertex2f(x3+moverRight,y3+moverDown-44);
qlVertex2f(x4+moverRight,y4+moverDown-44);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-44);
glVertex2f(x6+moverRight,y6+moverDown-44);
qlVertex2f(x7+moverRight,y7+moverDown-44);
qlVertex2f(x8+moverRight,y8+moverDown-44);
glEnd();
// OUADRADO 5
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-55);
qlVertex2f(x2+moverRight,y2+moverDown-55);
qlVertex2f(x3+moverRight,y3+moverDown-55);
qlVertex2f(x4+moverRight,y4+moverDown-55);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverRight,y5+moverDown-55);
qlVertex2f(x6+moverRight,y6+moverDown-55);
glVertex2f(x7+moverRight,y7+moverDown-55);
glVertex2f(x8+moverRight,y8+moverDown-55);
glEnd();
// QUADRADO 6
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown-66);
glVertex2f(x2+moverRight,y2+moverDown-66);
glVertex2f(x3+moverRight,y3+moverDown-66);
qlVertex2f(x4+moverRight,y4+moverDown-66);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-66);
glVertex2f(x6+moverRight,y6+moverDown-66);
qlVertex2f(x7+moverRight,y7+moverDown-66);
qlVertex2f(x8+moverRight,y8+moverDown-66);
qlEnd();
```

```
//SEQUENCIA DE BLOCOS 3
// QUADRADO
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown-88);
glVertex2f(x2+moverRight,y2+moverDown-88);
glVertex2f(x3+moverRight,y3+moverDown-88);
qlVertex2f(x4+moverRight,y4+moverDown-88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-88);
qlVertex2f(x6+moverRight,y6+moverDown-88);
qlVertex2f(x7+moverRight,y7+moverDown-88);
qlVertex2f(x8+moverRight,y8+moverDown-88);
qlEnd();
// QUADRADO 8
qlColor3f(0,0,0);
qlBeqin(GL QUADS);
glVertex2f(x1+moverRight,y1+moverDown-99);
qlVertex2f(x2+moverRight,y2+moverDown-99);
qlVertex2f(x3+moverRight,y3+moverDown-99);
glVertex2f(x4+moverRight,y4+moverDown-99);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverRight,y5+moverDown-99);
qlVertex2f(x6+moverRight,y6+moverDown-99);
glVertex2f(x7+moverRight,y7+moverDown-99);
glVertex2f(x8+moverRight,y8+moverDown-99);
glEnd();
// QUADRADO 9
glColor3f(0,0,0);
qlBeqin(GL_OUADS);
qlVertex2f(x1+moverRight,y1+moverDown-110);
glVertex2f(x2+moverRight,y2+moverDown-110);
glVertex2f(x3+moverRight,y3+moverDown-110);
qlVertex2f(x4+moverRight,y4+moverDown-110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-110);
glVertex2f(x6+moverRight,y6+moverDown-110);
qlVertex2f(x7+moverRight,y7+moverDown-110);
qlVertex2f(x8+moverRight,y8+moverDown-110);
qlEnd();
//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown-132);
qlVertex2f(x2+moverRight,y2+moverDown-132);
qlVertex2f(x3+moverRight,y3+moverDown-132);
qlVertex2f(x4+moverRight,y4+moverDown-132);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverRight,y5+moverDown-132);
glVertex2f(x6+moverRight,y6+moverDown-132);
glVertex2f(x7+moverRight,y7+moverDown-132);
qlVertex2f(x8+moverRight,y8+moverDown-132);
glEnd();
// QUADRADO 11
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-143);
glVertex2f(x2+moverRight,y2+moverDown-143);
qlVertex2f(x3+moverRight,y3+moverDown-143);
qlVertex2f(x4+moverRight,y4+moverDown-143);
glColor3f(0.5,0.5,0.5);
```

```
glVertex2f(x5+moverRight,y5+moverDown-143);
glVertex2f(x6+moverRight,y6+moverDown-143);
glVertex2f(x7+moverRight,y7+moverDown-143);
qlVertex2f(x8+moverRight,y8+moverDown-143);
glEnd();
// QUADRADO 12
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-154);
glVertex2f(x2+moverRight,y2+moverDown-154);
qlVertex2f(x3+moverRight,y3+moverDown-154);
qlVertex2f(x4+moverRight,y4+moverDown-154);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-154);
qlVertex2f(x6+moverRight,y6+moverDown-154);
glVertex2f(x7+moverRight,y7+moverDown-154);
glVertex2f(x8+moverRight,y8+moverDown-154);
qlEnd();
//SEQUENCIA DE BLOCOS 5
// QUADRADO 13
glColor3f(0,0,0);
qlBeqin(GL_OUADS);
qlVertex2f(x1+moverRight,y1+moverDown-176);
glVertex2f(x2+moverRight,y2+moverDown-176);
glVertex2f(x3+moverRight,y3+moverDown-176);
qlVertex2f(x4+moverRight,y4+moverDown-176);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-176);
glVertex2f(x6+moverRight,y6+moverDown-176);
qlVertex2f(x7+moverRight,y7+moverDown-176);
qlVertex2f(x8+moverRight,y8+moverDown-176);
glEnd();
// QUADRADO 14
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-187);
qlVertex2f(x2+moverRight,y2+moverDown-187);
qlVertex2f(x3+moverRight,y3+moverDown-187);
qlVertex2f(x4+moverRight,y4+moverDown-187);
qlVertex2f(x4+moverRight,y4+moverDown-187);
glColor3f(0.5,0.5,0.5);

qlVertex2f(x5+moverRight,y5+moverDown-187);

qlVertex2f(x6+moverRight,y6+moverDown-187);

glVertex2f(x7+moverRight,y7+moverDown-187);
glVertex2f(x8+moverRight,y8+moverDown-187);
qlEnd();
// QUADRADO 15
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown-198);
glVertex2f(x2+moverRight,y2+moverDown-198);
glVertex2f(x3+moverRight,y3+moverDown-198);
qlVertex2f(x4+moverRight,y4+moverDown-198);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-198);
glVertex2f(x6+moverRight,y6+moverDown-198);
qlVertex2f(x7+moverRight,y7+moverDown-198);
qlVertex2f(x8+moverRight,y8+moverDown-198);
glEnd();
//parte de cina do layout
 qlColor3f(0,0,0);
glBegin(GL_QUADS);
```

```
glVertex2f(x1+moverRight,y1+moverDown+11);
glVertex2f(x2+moverRight,y2+moverDown+11);
glVertex2f(x3+moverRight,y3+moverDown+11);
qlVertex2f(x4+moverRight,y4+moverDown+11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+11);
glVertex2f(x6+moverRight,y6+moverDown+11);
qlVertex2f(x7+moverRight,y7+moverDown+11);
glVertex2f(x8+moverRight,y8+moverDown+11);
// QUADRADO 3
glColor3f(0,0,0);
alBeain(GL OUADS);
glVertex2f(x1+moverRight,y1+moverDown+22);
qlVertex2f(x2+moverRight,y2+moverDown+22);
qlVertex2f(x3+moverRight,y3+moverDown+22);
glVertex2f(x4+moverRight,y4+moverDown+22);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+22);
qlVertex2f(x6+moverRight,y6+moverDown+22);
qlVertex2f(x7+moverRight,y7+moverDown+22);
glVertex2f(x8+moverRight,y8+moverDown+22);
glEnd();
//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown+44);
glVertex2f(x2+moverRight,y2+moverDown+44);
glVertex2f(x3+moverRight,y3+moverDown+44);
qlVertex2f(x4+moverRight,y4+moverDown+44);
qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+44);
glVertex2f(x6+moverRight,y6+moverDown+44);
qlVertex2f(x7+moverRight,y7+moverDown+44);
qlVertex2f(x8+moverRight,y8+moverDown+44);
glEnd();
// OUADRADO 5
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+55);
qlVertex2f(x2+moverRight,y2+moverDown+55);
qlVertex2f(x3+moverRight,y3+moverDown+55);
glVertex2f(x4+moverRight,y4+moverDown+55);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverRight,y5+moverDown+55);
qlVertex2f(x6+moverRight,y6+moverDown+55);
glVertex2f(x7+moverRight,y7+moverDown+55);
glVertex2f(x8+moverRight,y8+moverDown+55);
glEnd();
// QUADRADO 6
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown+66);
glVertex2f(x2+moverRight,y2+moverDown+66);
glVertex2f(x3+moverRight,y3+moverDown+66);
qlVertex2f(x4+moverRight,y4+moverDown+66);
alColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+66);
glVertex2f(x6+moverRight,y6+moverDown+66);
qlVertex2f(x7+moverRight,y7+moverDown+66);
qlVertex2f(x8+moverRight,y8+moverDown+66);
qlEnd();
```

```
//SEQUENCIA DE BLOCOS 3
// QUADRADO
glColor3f(0,0,0);
qlBeqin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown+88);
glVertex2f(x2+moverRight,y2+moverDown+88);
glVertex2f(x3+moverRight,y3+moverDown+88);
qlVertex2f(x4+moverRight,y4+moverDown+88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+88);
qlVertex2f(x6+moverRight,y6+moverDown+88);
qlVertex2f(x7+moverRight,y7+moverDown+88);
qlVertex2f(x8+moverRight,y8+moverDown+88);
qlEnd();
// QUADRADO 8
qlColor3f(0,0,0);
qlBeqin(GL QUADS);
glVertex2f(x1+moverRight,y1+moverDown+99);
qlVertex2f(x2+moverRight,y2+moverDown+99);
qlVertex2f(x3+moverRight,y3+moverDown+99);
glVertex2f(x4+moverRight,y4+moverDown+99);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+99);
qlVertex2f(x6+moverRight,y6+moverDown+99);
glVertex2f(x7+moverRight,y7+moverDown+99);
glVertex2f(x8+moverRight,y8+moverDown+99);
glEnd();
// QUADRADO 9
glColor3f(0,0,0);
qlBeqin(GL_OUADS);
qlVertex2f(x1+moverRight,y1+moverDown+110);
glVertex2f(x2+moverRight,y2+moverDown+110);
glVertex2f(x3+moverRight,y3+moverDown+110);
qlVertex2f(x4+moverRight,y4+moverDown+110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+110);
glVertex2f(x6+moverRight,y6+moverDown+110);
qlVertex2f(x7+moverRight,y7+moverDown+110);
qlVertex2f(x8+moverRight,y8+moverDown+110);
qlEnd();
//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
qlVertex2f(x1+moverRight,y1+moverDown+132);
qlVertex2f(x2+moverRight,y2+moverDown+132);
qlVertex2f(x3+moverRight,y3+moverDown+132);
qlVertex2f(x4+moverRight,y4+moverDown+132);
glColor3f(0.5,0.5,0.5);
qlVertex2f(x5+moverRight,y5+moverDown+132);
glVertex2f(x6+moverRight,y6+moverDown+132);
glVertex2f(x7+moverRight,y7+moverDown+132);
qlVertex2f(x8+moverRight,y8+moverDown+132);
glEnd();
// QUADRADO 11
qlColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+143);
glVertex2f(x2+moverRight,y2+moverDown+143);
qlVertex2f(x3+moverRight,y3+moverDown+143);
qlVertex2f(x4+moverRight,y4+moverDown+143);
glColor3f(0.5,0.5,0.5);
```

```
glVertex2f(x5+moverRight,y5+moverDown+143);
     glVertex2f(x6+moverRight,y6+moverDown+143);
glVertex2f(x7+moverRight,y7+moverDown+143);
     qlVertex2f(x8+moverRight,y8+moverDown+143);
     glEnd();
     // QUADRADO 12
     qlColor3f(0,0,0);
     glBegin(GL_QUADS);
     glVertex2f(x1+moverRight,y1+moverDown+154);
     glVertex2f(x2+moverRight,y2+moverDown+154);
     qlVertex2f(x3+moverRight,y3+moverDown+154);
     qlVertex2f(x4+moverRight,y4+moverDown+154);
     qlColor3f(0.5,0.5,0.5);
     glVertex2f(x5+moverRight,y5+moverDown+154);
     qlVertex2f(x6+moverRight,y6+moverDown+154);
     glVertex2f(x7+moverRight,y7+moverDown+154);
     glVertex2f(x8+moverRight,y8+moverDown+154);
     qlEnd();
     //SEQUENCIA DE BLOCOS 5
     // QUADRADO 13
     glColor3f(0,0,0);
     qlBeqin(GL_OUADS);
qlVertex2f(x1+moverRight,y1+moverDown+176);
     glVertex2f(x2+moverRight,y2+moverDown+176);
glVertex2f(x3+moverRight,y3+moverDown+176);
     qlVertex2f(x4+moverRight,y4+moverDown+176);
     qlColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+176);
     glVertex2f(x6+moverRight,y6+moverDown+176);
     qlVertex2f(x7+moverRight,y7+moverDown+176);
     qlVertex2f(x8+moverRight,y8+moverDown+176);
     glEnd();
     // QUADRADO 14
     alColor3f(0,0,0);
     glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+187);
     qlVertex2f(x2+moverRight,y2+moverDown+187);
qlVertex2f(x3+moverRight,y3+moverDown+187);
qlVertex2f(x4+moverRight,y4+moverDown+187);
qlVertex2f(x4+moverRight,y4+moverDown+187);
     glColor3f(0.5,0.5,0.5);

glVertex2f(x5+moverRight,y5+moverDown+187);

glVertex2f(x6+moverRight,y6+moverDown+187);

glVertex2f(x7+moverRight,y7+moverDown+187);

glVertex2f(x8+moverRight,y8+moverDown+187);
     glVertex2f(x8+moverRight,y8+moverDown+187);
     qlEnd();
     // QUADRADO 15
     glColor3f(0,0,0);
     qlBeqin(GL_QUADS);
     qlVertex2f(x1+moverRight,y1+moverDown+198);
     glVertex2f(x2+moverRight,y2+moverDown+198);
     glVertex2f(x3+moverRight,y3+moverDown+198);
     qlVertex2f(x4+moverRight,y4+moverDown+198);
     qlColor3f(0.5,0.5,0.5);
     glVertex2f(x5+moverRight,y5+moverDown+198);
     glVertex2f(x6+moverRight,y6+moverDown+198);
     qlVertex2f(x7+moverRight,y7+moverDown+198);
     glVertex2f(x8+moverRight,y8+moverDown+198);
     glEnd();
     glPopMatrix();
void CriarFaixa()
```

```
qlPushMatrix();
    // FAIXA DA PISTA EM VERTICAL DE CIMA PARA BAIXO
    //SEQUENCIA DE BLOCOS 1
        QUADRADO 1
    glColor3f(0.5,0.5,0.5);
    glBegin(GL_QUADS);
    qlVertex2f(x11,y11+moverDown);
    glVertex2f(x12,y12+moverDown);
    glVertex2f(x13,y13+moverDown);
    glVertex2f(x14,y14+moverDown);
    qlColor3f(0,0,0);
    qlVertex2f(x15,y15+moverDown);
    glVertex2f(x16,y16+moverDown);
glVertex2f(x17,y17+moverDown);
    qlVertex2f(x18,y18+moverDown);
      qlEnd();
          QUADRADO 2
    qlColor3f(0.5,0.5,0.5);
    qlBeqin(GL_QUADS);
    qlVertex2f(x11,y11+moverDown-50);
    glVertex2f(x12,y12+moverDown-50);
    glVertex2f(x13,y13+moverDown-50);
    glVertex2f(x14,y14+moverDown-50);
    qlColor3f(0,0,0);
    glVertex2f(x15,y15+moverDown-50);
glVertex2f(x16,y16+moverDown-50);
qlVertex2f(x17,y17+moverDown-50);
qlVertex2f(x18,y18+moverDown-50);
    glEnd();
     QUADRADO 3
    qlColor3f(0.5,0.5,0.5);
qlBeqin(GL_QUADS);
glVertex2f(x11,y11+moverDown-100);
glVertex2f(x12,y12+moverDown-100);
qlVertex2f(x13,y13+moverDown-100);
qlVertex2f(x14,y14+moverDown-100);
    glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown-100);
qlVertex2f(x16,y16+moverDown-100);
qlVertex2f(x17,y17+moverDown-100);
glVertex2f(x18,y18+moverDown-100);
    qlEnd();
glColor3f(0.5,0.5,0.5);
    glBegin(GL_QUADS);
glVertex2f(x11,y11+moverDown-150);
glVertex2f(x12,y12+moverDown-150);
glVertex2f(x13,y13+moverDown-150);
glVertex2f(x14,y14+moverDown-150);
    glColor3f(0,0,0);
    qlVertex2f(x15,y15+moverDown-150);
    qlVertex2f(x16,y16+moverDown-150);
qlVertex2f(x17,y17+moverDown-150);
    glVertex2f(x18,y18+moverDown-150);
    qlEnd();
      qlColor3f(0.5,0.5,0.5);
    glBegin(GL_QUADS);
    glVertex2f(x11,y11+moverDown-200);
    qlVertex2f(x12,y12+moverDown-200);
    qlVertex2f(x13,y13+moverDown-200);
    glVertex2f(x14,y14+moverDown-200);
glColor3f(0,0,0);
    qlVertex2f(x15,y15+moverDown-200);
    qlVertex2f(x16,y16+moverDown-200);
    glVertex2f(x17,y17+moverDown-200);
```

{

```
glVertex2f(x18,y18+moverDown-200);
     glEnd();
        / QUADRADO 2
     qlColor3f(0.5,0.5,0.5);
     glBegin(GL_QUADS);
     glVertex2f(x11,y11+moverDown);
     qlVertex2f(x12,y12+moverDown);
     glVertex2f(x13,y13+moverDown);
     qlVertex2f(x14,y14+moverDown);
     glColor3f(0,0,0);
     qlVertex2f(x15,y15+moverDown);
     qlVertex2f(x16,y16+moverDown);
     glVertex2f(x17,y17+moverDown);
     glVertex2f(x18,y18+moverDown);
     qlEnd();
      QUADRADO 3
     glcolor3f(0.5,0.5,0.5);
     glBegin(GL_QUADS);
     qlVertex2f(x11,y11+moverDown+50);
     qlVertex2f(x12,y12+moverDown+50);
     glVertex2f(x13,y13+moverDown+50);
     glVertex2f(x14,y14+moverDown+50);
     qlColor3f(0,0,0);
     qlVertex2f(x15,y15+moverDown+50);
     glVertex2f(x16,y16+moverDown+50);
glVertex2f(x17,y17+moverDown+50);
qlVertex2f(x18,y18+moverDown+50);
     glEnd();
      // QUADRADO 4
     qlColor3f(0.5,0.5,0.5);
qlBeqin(GL_QUADS);
glVertex2f(x11,y11+moverDown+100);
glVertex2f(x12,y12+moverDown+100);
qlVertex2f(x13,y13+moverDown+100);
qlVertex2f(x14,y14+moverDown+100);
     glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown+100);
qlVertex2f(x16,y16+moverDown+100);
qlVertex2f(x17,y17+moverDown+100);
qlVertex2f(x18,y18+moverDown+100);
     glVertex2f(x18,y18+moverDown+100);
     glEnd();
qlColor3f(0.5,0.5,0.5);
     glBegin(GL_QUADS);
glVertex2f(x11,y11+moverDown+150);
     qlVertex2f(x12,y12+moverDown+150);
qlVertex2f(x13,y13+moverDown+150);
qlVertex2f(x14,y14+moverDown+150);
     glColor3f(0,0,0);
     qlVertex2f(x15,y15+moverDown+150);
     qlVertex2f(x16,y16+moverDown+150);
glVertex2f(x17,y17+moverDown+150);
glVertex2f(x18,y18+moverDown+150);
     glEnd();
     glColor3f(0.5,0.5,0.5);
     glBegin(GL_QUADS);
     qlVertex2f(x11,y11+moverDown+200);
     qlVertex2f(x12,y12+moverDown+200);
     glVertex2f(x13,y13+moverDown+200);
     glVertex2f(x14,y14+moverDown+200);
     qlColor3f(0,0,0);
     qlVertex2f(x15,y15+moverDown+200);
     glVertex2f(x16,y16+moverDown+200);
```

```
glVertex2f(x17,y17+moverDown+200);
glVertex2f(x18,y18+moverDown+200);
glEnd();
};
```