

```

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;
        x3 = 5;     y3 = -5;
        x4 = -5;    y4 = -5;
        moverLeft = -75;
        moverRight = 75;
        moverDown = 100;
        x5 = -4.5;  y5 = 4.5;
        x6 = 4.5;   y6 = 4.5;
        x7 = 4.5;   y7 = -4.5;
        x8 = -4.5;  y8 = -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;
        y17 = -14.5; x18 = -3.5; y18 = -14.5;
    }

    void CriarPista()
    {
        glPushMatrix();
        // BORDA DA PISTA A ESQUERDA EM VERTICAL DE CIMA PARA BAIXO
        // SEQUENCIA DE BLOCOS 1
        // QUADRADO 1
        glColor3f(0,0,0);
        glBegin(GL_QUADS);
        glVertex2f(x1+moverLeft,y1+moverDown);
        glVertex2f(x2+moverLeft,y2+moverDown);
        glVertex2f(x3+moverLeft,y3+moverDown);
        glVertex2f(x4+moverLeft,y4+moverDown);
        glColor3f(0.5,0.5,0.5);
        glVertex2f(x5+moverLeft,y5+moverDown);
        glVertex2f(x6+moverLeft,y6+moverDown);
        glVertex2f(x7+moverLeft,y7+moverDown);
        glVertex2f(x8+moverLeft,y8+moverDown);

        // QUADRADO 2
        glColor3f(0,0,0);
        glBegin(GL_QUADS);
        glVertex2f(x1+moverLeft,y1+moverDown-11);
        glVertex2f(x2+moverLeft,y2+moverDown-11);
        glVertex2f(x3+moverLeft,y3+moverDown-11);
        glVertex2f(x4+moverLeft,y4+moverDown-11);
        glColor3f(0.5,0.5,0.5);
        glVertex2f(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);
        glBegin(GL_QUADS);
        glVertex2f(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);
glVertex2f(x5+moverLeft,y5+moverDown-22);
glVertex2f(x6+moverLeft,y6+moverDown-22);
glVertex2f(x7+moverLeft,y7+moverDown-22);
glVertex2f(x8+moverLeft,y8+moverDown-22);
glEnd();

```

```

//SEQUENCIA DE BLOCOS 2

```

```

// QUADRADO 4

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
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);
glVertex2f(x6+moverLeft,y6+moverDown-44);
glVertex2f(x7+moverLeft,y7+moverDown-44);
glVertex2f(x8+moverLeft,y8+moverDown-44);
glEnd();

```

```

// QUADRADO 5

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-55);
glVertex2f(x2+moverLeft,y2+moverDown-55);
glVertex2f(x3+moverLeft,y3+moverDown-55);
glVertex2f(x4+moverLeft,y4+moverDown-55);
glColor3f(0.5,0.5,0.5);
glVertex2f(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

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-66);
glVertex2f(x2+moverLeft,y2+moverDown-66);
glVertex2f(x3+moverLeft,y3+moverDown-66);
glVertex2f(x4+moverLeft,y4+moverDown-66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-66);
glVertex2f(x6+moverLeft,y6+moverDown-66);
glVertex2f(x7+moverLeft,y7+moverDown-66);
glVertex2f(x8+moverLeft,y8+moverDown-66);
glEnd();

```

```

//SEQUENCIA DE BLOCOS 3

```

```

// QUADRADO 7

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-88);
glVertex2f(x2+moverLeft,y2+moverDown-88);
glVertex2f(x3+moverLeft,y3+moverDown-88);
glVertex2f(x4+moverLeft,y4+moverDown-88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-88);
glVertex2f(x6+moverLeft,y6+moverDown-88);
glVertex2f(x7+moverLeft,y7+moverDown-88);
glVertex2f(x8+moverLeft,y8+moverDown-88);
glEnd();

```

```

// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-99);
glVertex2f(x2+moverLeft,y2+moverDown-99);
glVertex2f(x3+moverLeft,y3+moverDown-99);
glVertex2f(x4+moverLeft,y4+moverDown-99);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-99);
glVertex2f(x6+moverLeft,y6+moverDown-99);
glVertex2f(x7+moverLeft,y7+moverDown-99);
glVertex2f(x8+moverLeft,y8+moverDown-99);
glEnd();

// QUADRADO 9
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-110);
glVertex2f(x2+moverLeft,y2+moverDown-110);
glVertex2f(x3+moverLeft,y3+moverDown-110);
glVertex2f(x4+moverLeft,y4+moverDown-110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-110);
glVertex2f(x6+moverLeft,y6+moverDown-110);
glVertex2f(x7+moverLeft,y7+moverDown-110);
glVertex2f(x8+moverLeft,y8+moverDown-110);
glEnd();

//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-132);
glVertex2f(x2+moverLeft,y2+moverDown-132);
glVertex2f(x3+moverLeft,y3+moverDown-132);
glVertex2f(x4+moverLeft,y4+moverDown-132);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-132);
glVertex2f(x6+moverLeft,y6+moverDown-132);
glVertex2f(x7+moverLeft,y7+moverDown-132);
glVertex2f(x8+moverLeft,y8+moverDown-132);
glEnd();

// QUADRADO 11
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-143);
glVertex2f(x2+moverLeft,y2+moverDown-143);
glVertex2f(x3+moverLeft,y3+moverDown-143);
glVertex2f(x4+moverLeft,y4+moverDown-143);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-143);
glVertex2f(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);
glColor3f(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
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-176);
glVertex2f(x2+moverLeft,y2+moverDown-176);
glVertex2f(x3+moverLeft,y3+moverDown-176);
glVertex2f(x4+moverLeft,y4+moverDown-176);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-176);
glVertex2f(x6+moverLeft,y6+moverDown-176);
glVertex2f(x7+moverLeft,y7+moverDown-176);
glVertex2f(x8+moverLeft,y8+moverDown-176);
glEnd();

// QUADRADO 14
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-187);
glVertex2f(x2+moverLeft,y2+moverDown-187);
glVertex2f(x3+moverLeft,y3+moverDown-187);
glVertex2f(x4+moverLeft,y4+moverDown-187);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-187);
glVertex2f(x6+moverLeft,y6+moverDown-187);
glVertex2f(x7+moverLeft,y7+moverDown-187);
glVertex2f(x8+moverLeft,y8+moverDown-187);
glEnd();

// QUADRADO 15
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown-198);
glVertex2f(x2+moverLeft,y2+moverDown-198);
glVertex2f(x3+moverLeft,y3+moverDown-198);
glVertex2f(x4+moverLeft,y4+moverDown-198);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown-198);
glVertex2f(x6+moverLeft,y6+moverDown-198);
glVertex2f(x7+moverLeft,y7+moverDown-198);
glVertex2f(x8+moverLeft,y8+moverDown-198);
glEnd();

//parte de cima do layout
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+11);
glVertex2f(x2+moverLeft,y2+moverDown+11);
glVertex2f(x3+moverLeft,y3+moverDown+11);
glVertex2f(x4+moverLeft,y4+moverDown+11);
glColor3f(0.5,0.5,0.5);
glVertex2f(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);
glBegin(GL_QUADS);
glVertex2f(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);
glVertex2f(x5+moverLeft,y5+moverDown+22);
glVertex2f(x6+moverLeft,y6+moverDown+22);
glVertex2f(x7+moverLeft,y7+moverDown+22);
glVertex2f(x8+moverLeft,y8+moverDown+22);
glEnd();

```

//SEQUENCIA DE BLOCOS 2

// QUADRADO 4

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
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);
glVertex2f(x6+moverLeft,y6+moverDown+44);
glVertex2f(x7+moverLeft,y7+moverDown+44);
glVertex2f(x8+moverLeft,y8+moverDown+44);
glEnd();

```

// QUADRADO 5

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+55);
glVertex2f(x2+moverLeft,y2+moverDown+55);
glVertex2f(x3+moverLeft,y3+moverDown+55);
glVertex2f(x4+moverLeft,y4+moverDown+55);
glColor3f(0.5,0.5,0.5);
glVertex2f(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

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+66);
glVertex2f(x2+moverLeft,y2+moverDown+66);
glVertex2f(x3+moverLeft,y3+moverDown+66);
glVertex2f(x4+moverLeft,y4+moverDown+66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+66);
glVertex2f(x6+moverLeft,y6+moverDown+66);
glVertex2f(x7+moverLeft,y7+moverDown+66);
glVertex2f(x8+moverLeft,y8+moverDown+66);
glEnd();

```

//SEQUENCIA DE BLOCOS 3

// QUADRADO 7

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+88);
glVertex2f(x2+moverLeft,y2+moverDown+88);
glVertex2f(x3+moverLeft,y3+moverDown+88);
glVertex2f(x4+moverLeft,y4+moverDown+88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+88);
glVertex2f(x6+moverLeft,y6+moverDown+88);
glVertex2f(x7+moverLeft,y7+moverDown+88);
glVertex2f(x8+moverLeft,y8+moverDown+88);
glEnd();

```

```

// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+99);
glVertex2f(x2+moverLeft,y2+moverDown+99);
glVertex2f(x3+moverLeft,y3+moverDown+99);
glVertex2f(x4+moverLeft,y4+moverDown+99);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+99);
glVertex2f(x6+moverLeft,y6+moverDown+99);
glVertex2f(x7+moverLeft,y7+moverDown+99);
glVertex2f(x8+moverLeft,y8+moverDown+99);
glEnd();

// QUADRADO 9
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+110);
glVertex2f(x2+moverLeft,y2+moverDown+110);
glVertex2f(x3+moverLeft,y3+moverDown+110);
glVertex2f(x4+moverLeft,y4+moverDown+110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+110);
glVertex2f(x6+moverLeft,y6+moverDown+110);
glVertex2f(x7+moverLeft,y7+moverDown+110);
glVertex2f(x8+moverLeft,y8+moverDown+110);
glEnd();

//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+132);
glVertex2f(x2+moverLeft,y2+moverDown+132);
glVertex2f(x3+moverLeft,y3+moverDown+132);
glVertex2f(x4+moverLeft,y4+moverDown+132);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+132);
glVertex2f(x6+moverLeft,y6+moverDown+132);
glVertex2f(x7+moverLeft,y7+moverDown+132);
glVertex2f(x8+moverLeft,y8+moverDown+132);
glEnd();

// QUADRADO 11
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+143);
glVertex2f(x2+moverLeft,y2+moverDown+143);
glVertex2f(x3+moverLeft,y3+moverDown+143);
glVertex2f(x4+moverLeft,y4+moverDown+143);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+143);
glVertex2f(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);
glColor3f(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
```

```
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+176);
glVertex2f(x2+moverLeft,y2+moverDown+176);
glVertex2f(x3+moverLeft,y3+moverDown+176);
glVertex2f(x4+moverLeft,y4+moverDown+176);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+176);
glVertex2f(x6+moverLeft,y6+moverDown+176);
glVertex2f(x7+moverLeft,y7+moverDown+176);
glVertex2f(x8+moverLeft,y8+moverDown+176);
glEnd();
```

```
// QUADRADO 14
```

```
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+187);
glVertex2f(x2+moverLeft,y2+moverDown+187);
glVertex2f(x3+moverLeft,y3+moverDown+187);
glVertex2f(x4+moverLeft,y4+moverDown+187);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+187);
glVertex2f(x6+moverLeft,y6+moverDown+187);
glVertex2f(x7+moverLeft,y7+moverDown+187);
glVertex2f(x8+moverLeft,y8+moverDown+187);
glEnd();
```

```
// QUADRADO 15
```

```
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverLeft,y1+moverDown+198);
glVertex2f(x2+moverLeft,y2+moverDown+198);
glVertex2f(x3+moverLeft,y3+moverDown+198);
glVertex2f(x4+moverLeft,y4+moverDown+198);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverLeft,y5+moverDown+198);
glVertex2f(x6+moverLeft,y6+moverDown+198);
glVertex2f(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
```

```
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown);
glVertex2f(x2+moverRight,y2+moverDown);
glVertex2f(x3+moverRight,y3+moverDown);
glVertex2f(x4+moverRight,y4+moverDown);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown);
glVertex2f(x6+moverRight,y6+moverDown);
glVertex2f(x7+moverRight,y7+moverDown);
glVertex2f(x8+moverRight,y8+moverDown);
```

```
// QUADRADO 2
```

```
glColor3f(0,0,0);
glBegin(GL_QUADS);
```

```

glVertex2f(x1+moverRight,y1+moverDown-11);
glVertex2f(x2+moverRight,y2+moverDown-11);
glVertex2f(x3+moverRight,y3+moverDown-11);
glVertex2f(x4+moverRight,y4+moverDown-11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-11);
glVertex2f(x6+moverRight,y6+moverDown-11);
glVertex2f(x7+moverRight,y7+moverDown-11);
glVertex2f(x8+moverRight,y8+moverDown-11);

// QUADRADO 3
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-22);
glVertex2f(x2+moverRight,y2+moverDown-22);
glVertex2f(x3+moverRight,y3+moverDown-22);
glVertex2f(x4+moverRight,y4+moverDown-22);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-22);
glVertex2f(x6+moverRight,y6+moverDown-22);
glVertex2f(x7+moverRight,y7+moverDown-22);
glVertex2f(x8+moverRight,y8+moverDown-22);
glEnd();

//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-44);
glVertex2f(x2+moverRight,y2+moverDown-44);
glVertex2f(x3+moverRight,y3+moverDown-44);
glVertex2f(x4+moverRight,y4+moverDown-44);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-44);
glVertex2f(x6+moverRight,y6+moverDown-44);
glVertex2f(x7+moverRight,y7+moverDown-44);
glVertex2f(x8+moverRight,y8+moverDown-44);
glEnd();

// QUADRADO 5
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-55);
glVertex2f(x2+moverRight,y2+moverDown-55);
glVertex2f(x3+moverRight,y3+moverDown-55);
glVertex2f(x4+moverRight,y4+moverDown-55);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-55);
glVertex2f(x6+moverRight,y6+moverDown-55);
glVertex2f(x7+moverRight,y7+moverDown-55);
glVertex2f(x8+moverRight,y8+moverDown-55);
glEnd();

// QUADRADO 6
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-66);
glVertex2f(x2+moverRight,y2+moverDown-66);
glVertex2f(x3+moverRight,y3+moverDown-66);
glVertex2f(x4+moverRight,y4+moverDown-66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-66);
glVertex2f(x6+moverRight,y6+moverDown-66);
glVertex2f(x7+moverRight,y7+moverDown-66);
glVertex2f(x8+moverRight,y8+moverDown-66);
glEnd();

```



```

//SEQUENCIA DE BLOCOS 3
// QUADRADO 7
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-88);
glVertex2f(x2+moverRight,y2+moverDown-88);
glVertex2f(x3+moverRight,y3+moverDown-88);
glVertex2f(x4+moverRight,y4+moverDown-88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-88);
glVertex2f(x6+moverRight,y6+moverDown-88);
glVertex2f(x7+moverRight,y7+moverDown-88);
glVertex2f(x8+moverRight,y8+moverDown-88);
glEnd();

// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-99);
glVertex2f(x2+moverRight,y2+moverDown-99);
glVertex2f(x3+moverRight,y3+moverDown-99);
glVertex2f(x4+moverRight,y4+moverDown-99);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-99);
glVertex2f(x6+moverRight,y6+moverDown-99);
glVertex2f(x7+moverRight,y7+moverDown-99);
glVertex2f(x8+moverRight,y8+moverDown-99);
glEnd();

// QUADRADO 9
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-110);
glVertex2f(x2+moverRight,y2+moverDown-110);
glVertex2f(x3+moverRight,y3+moverDown-110);
glVertex2f(x4+moverRight,y4+moverDown-110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-110);
glVertex2f(x6+moverRight,y6+moverDown-110);
glVertex2f(x7+moverRight,y7+moverDown-110);
glVertex2f(x8+moverRight,y8+moverDown-110);
glEnd();

//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-132);
glVertex2f(x2+moverRight,y2+moverDown-132);
glVertex2f(x3+moverRight,y3+moverDown-132);
glVertex2f(x4+moverRight,y4+moverDown-132);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-132);
glVertex2f(x6+moverRight,y6+moverDown-132);
glVertex2f(x7+moverRight,y7+moverDown-132);
glVertex2f(x8+moverRight,y8+moverDown-132);
glEnd();

// QUADRADO 11
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-143);
glVertex2f(x2+moverRight,y2+moverDown-143);
glVertex2f(x3+moverRight,y3+moverDown-143);
glVertex2f(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);
glVertex2f(x8+moverRight,y8+moverDown-143);
glEnd();

```

```

// QUADRADO 12
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-154);
glVertex2f(x2+moverRight,y2+moverDown-154);
glVertex2f(x3+moverRight,y3+moverDown-154);
glVertex2f(x4+moverRight,y4+moverDown-154);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-154);
glVertex2f(x6+moverRight,y6+moverDown-154);
glVertex2f(x7+moverRight,y7+moverDown-154);
glVertex2f(x8+moverRight,y8+moverDown-154);
glEnd();

```

```

//SEQUENCIA DE BLOCOS 5
// QUADRADO 13
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-176);
glVertex2f(x2+moverRight,y2+moverDown-176);
glVertex2f(x3+moverRight,y3+moverDown-176);
glVertex2f(x4+moverRight,y4+moverDown-176);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-176);
glVertex2f(x6+moverRight,y6+moverDown-176);
glVertex2f(x7+moverRight,y7+moverDown-176);
glVertex2f(x8+moverRight,y8+moverDown-176);
glEnd();

```

```

// QUADRADO 14
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-187);
glVertex2f(x2+moverRight,y2+moverDown-187);
glVertex2f(x3+moverRight,y3+moverDown-187);
glVertex2f(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);
glEnd();

```

```

// QUADRADO 15
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown-198);
glVertex2f(x2+moverRight,y2+moverDown-198);
glVertex2f(x3+moverRight,y3+moverDown-198);
glVertex2f(x4+moverRight,y4+moverDown-198);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown-198);
glVertex2f(x6+moverRight,y6+moverDown-198);
glVertex2f(x7+moverRight,y7+moverDown-198);
glVertex2f(x8+moverRight,y8+moverDown-198);
glEnd();

```

```

//parte de cina do layout
glColor3f(0,0,0);
glBegin(GL_QUADS);

```

```

glVertex2f(x1+moverRight,y1+moverDown+11);
glVertex2f(x2+moverRight,y2+moverDown+11);
glVertex2f(x3+moverRight,y3+moverDown+11);
glVertex2f(x4+moverRight,y4+moverDown+11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+11);
glVertex2f(x6+moverRight,y6+moverDown+11);
glVertex2f(x7+moverRight,y7+moverDown+11);
glVertex2f(x8+moverRight,y8+moverDown+11);

// QUADRADO 3
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+22);
glVertex2f(x2+moverRight,y2+moverDown+22);
glVertex2f(x3+moverRight,y3+moverDown+22);
glVertex2f(x4+moverRight,y4+moverDown+22);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+22);
glVertex2f(x6+moverRight,y6+moverDown+22);
glVertex2f(x7+moverRight,y7+moverDown+22);
glVertex2f(x8+moverRight,y8+moverDown+22);
glEnd();

//SEQUENCIA DE BLOCOS 2
// QUADRADO 4
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+44);
glVertex2f(x2+moverRight,y2+moverDown+44);
glVertex2f(x3+moverRight,y3+moverDown+44);
glVertex2f(x4+moverRight,y4+moverDown+44);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+44);
glVertex2f(x6+moverRight,y6+moverDown+44);
glVertex2f(x7+moverRight,y7+moverDown+44);
glVertex2f(x8+moverRight,y8+moverDown+44);
glEnd();

// QUADRADO 5
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+55);
glVertex2f(x2+moverRight,y2+moverDown+55);
glVertex2f(x3+moverRight,y3+moverDown+55);
glVertex2f(x4+moverRight,y4+moverDown+55);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+55);
glVertex2f(x6+moverRight,y6+moverDown+55);
glVertex2f(x7+moverRight,y7+moverDown+55);
glVertex2f(x8+moverRight,y8+moverDown+55);
glEnd();

// QUADRADO 6
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+66);
glVertex2f(x2+moverRight,y2+moverDown+66);
glVertex2f(x3+moverRight,y3+moverDown+66);
glVertex2f(x4+moverRight,y4+moverDown+66);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+66);
glVertex2f(x6+moverRight,y6+moverDown+66);
glVertex2f(x7+moverRight,y7+moverDown+66);
glVertex2f(x8+moverRight,y8+moverDown+66);
glEnd();

```

```

//SEQUENCIA DE BLOCOS 3
// QUADRADO 7
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+88);
glVertex2f(x2+moverRight,y2+moverDown+88);
glVertex2f(x3+moverRight,y3+moverDown+88);
glVertex2f(x4+moverRight,y4+moverDown+88);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+88);
glVertex2f(x6+moverRight,y6+moverDown+88);
glVertex2f(x7+moverRight,y7+moverDown+88);
glVertex2f(x8+moverRight,y8+moverDown+88);
glEnd();

// QUADRADO 8
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+99);
glVertex2f(x2+moverRight,y2+moverDown+99);
glVertex2f(x3+moverRight,y3+moverDown+99);
glVertex2f(x4+moverRight,y4+moverDown+99);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+99);
glVertex2f(x6+moverRight,y6+moverDown+99);
glVertex2f(x7+moverRight,y7+moverDown+99);
glVertex2f(x8+moverRight,y8+moverDown+99);
glEnd();

// QUADRADO 9
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+110);
glVertex2f(x2+moverRight,y2+moverDown+110);
glVertex2f(x3+moverRight,y3+moverDown+110);
glVertex2f(x4+moverRight,y4+moverDown+110);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+110);
glVertex2f(x6+moverRight,y6+moverDown+110);
glVertex2f(x7+moverRight,y7+moverDown+110);
glVertex2f(x8+moverRight,y8+moverDown+110);
glEnd();

//SEQUENCIA DE BLOCOS 4
// QUADRADO 10
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+132);
glVertex2f(x2+moverRight,y2+moverDown+132);
glVertex2f(x3+moverRight,y3+moverDown+132);
glVertex2f(x4+moverRight,y4+moverDown+132);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+132);
glVertex2f(x6+moverRight,y6+moverDown+132);
glVertex2f(x7+moverRight,y7+moverDown+132);
glVertex2f(x8+moverRight,y8+moverDown+132);
glEnd();

// QUADRADO 11
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+143);
glVertex2f(x2+moverRight,y2+moverDown+143);
glVertex2f(x3+moverRight,y3+moverDown+143);
glVertex2f(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);
glVertex2f(x8+moverRight,y8+moverDown+143);
glEnd();

// QUADRADO 12
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+154);
glVertex2f(x2+moverRight,y2+moverDown+154);
glVertex2f(x3+moverRight,y3+moverDown+154);
glVertex2f(x4+moverRight,y4+moverDown+154);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+154);
glVertex2f(x6+moverRight,y6+moverDown+154);
glVertex2f(x7+moverRight,y7+moverDown+154);
glVertex2f(x8+moverRight,y8+moverDown+154);
glEnd();

// SEQUENCIA DE BLOCOS 5
// QUADRADO 13
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+176);
glVertex2f(x2+moverRight,y2+moverDown+176);
glVertex2f(x3+moverRight,y3+moverDown+176);
glVertex2f(x4+moverRight,y4+moverDown+176);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+176);
glVertex2f(x6+moverRight,y6+moverDown+176);
glVertex2f(x7+moverRight,y7+moverDown+176);
glVertex2f(x8+moverRight,y8+moverDown+176);
glEnd();

// QUADRADO 14
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+187);
glVertex2f(x2+moverRight,y2+moverDown+187);
glVertex2f(x3+moverRight,y3+moverDown+187);
glVertex2f(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);
glEnd();

// QUADRADO 15
glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverRight,y1+moverDown+198);
glVertex2f(x2+moverRight,y2+moverDown+198);
glVertex2f(x3+moverRight,y3+moverDown+198);
glVertex2f(x4+moverRight,y4+moverDown+198);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverRight,y5+moverDown+198);
glVertex2f(x6+moverRight,y6+moverDown+198);
glVertex2f(x7+moverRight,y7+moverDown+198);
glVertex2f(x8+moverRight,y8+moverDown+198);
glEnd();
glPopMatrix();
}

void CriarFaixa()

```

```

{
    glPushMatrix();
    // 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);
    glVertex2f(x11,y11+moverDown);
    glVertex2f(x12,y12+moverDown);
    glVertex2f(x13,y13+moverDown);
    glVertex2f(x14,y14+moverDown);
    glColor3f(0,0,0);
    glVertex2f(x15,y15+moverDown);
    glVertex2f(x16,y16+moverDown);
    glVertex2f(x17,y17+moverDown);
    glVertex2f(x18,y18+moverDown);
    glEnd();
    // QUADRADO 2
    glColor3f(0.5,0.5,0.5);
    glBegin(GL_QUADS);
    glVertex2f(x11,y11+moverDown-50);
    glVertex2f(x12,y12+moverDown-50);
    glVertex2f(x13,y13+moverDown-50);
    glVertex2f(x14,y14+moverDown-50);
    glColor3f(0,0,0);
    glVertex2f(x15,y15+moverDown-50);
    glVertex2f(x16,y16+moverDown-50);
    glVertex2f(x17,y17+moverDown-50);
    glVertex2f(x18,y18+moverDown-50);
    glEnd();
    // QUADRADO 3
    glColor3f(0.5,0.5,0.5);
    glBegin(GL_QUADS);
    glVertex2f(x11,y11+moverDown-100);
    glVertex2f(x12,y12+moverDown-100);
    glVertex2f(x13,y13+moverDown-100);
    glVertex2f(x14,y14+moverDown-100);
    glColor3f(0,0,0);
    glVertex2f(x15,y15+moverDown-100);
    glVertex2f(x16,y16+moverDown-100);
    glVertex2f(x17,y17+moverDown-100);
    glVertex2f(x18,y18+moverDown-100);
    glEnd();

    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);
    glVertex2f(x15,y15+moverDown-150);
    glVertex2f(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);
    glVertex2f(x11,y11+moverDown-200);
    glVertex2f(x12,y12+moverDown-200);
    glVertex2f(x13,y13+moverDown-200);
    glVertex2f(x14,y14+moverDown-200);
    glColor3f(0,0,0);
    glVertex2f(x15,y15+moverDown-200);
    glVertex2f(x16,y16+moverDown-200);
    glVertex2f(x17,y17+moverDown-200);
    glEnd();
}

```

```

glVertex2f(x18,y18+moverDown-200);
glEnd();

// QUADRADO 2
glColor3f(0.5,0.5,0.5);
glBegin(GL_QUADS);
glVertex2f(x11,y11+moverDown);
glVertex2f(x12,y12+moverDown);
glVertex2f(x13,y13+moverDown);
glVertex2f(x14,y14+moverDown);
glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown);
glVertex2f(x16,y16+moverDown);
glVertex2f(x17,y17+moverDown);
glVertex2f(x18,y18+moverDown);
glEnd();
// QUADRADO 3
glColor3f(0.5,0.5,0.5);
glBegin(GL_QUADS);
glVertex2f(x11,y11+moverDown+50);
glVertex2f(x12,y12+moverDown+50);
glVertex2f(x13,y13+moverDown+50);
glVertex2f(x14,y14+moverDown+50);
glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown+50);
glVertex2f(x16,y16+moverDown+50);
glVertex2f(x17,y17+moverDown+50);
glVertex2f(x18,y18+moverDown+50);
glEnd();

// QUADRADO 4
glColor3f(0.5,0.5,0.5);
glBegin(GL_QUADS);
glVertex2f(x11,y11+moverDown+100);
glVertex2f(x12,y12+moverDown+100);
glVertex2f(x13,y13+moverDown+100);
glVertex2f(x14,y14+moverDown+100);
glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown+100);
glVertex2f(x16,y16+moverDown+100);
glVertex2f(x17,y17+moverDown+100);
glVertex2f(x18,y18+moverDown+100);
glEnd();

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);
glVertex2f(x15,y15+moverDown+150);
glVertex2f(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);
glVertex2f(x11,y11+moverDown+200);
glVertex2f(x12,y12+moverDown+200);
glVertex2f(x13,y13+moverDown+200);
glVertex2f(x14,y14+moverDown+200);
glColor3f(0,0,0);
glVertex2f(x15,y15+moverDown+200);
glVertex2f(x16,y16+moverDown+200);

```

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