

```

class Carro2{
private:
    float x1,y1,x2,y2,x3,y3,x4,y4,moverX,moverY;
    float x5,y5,x6,y6,x7,y7,x8,y8;
public:
    float tempYCar2;
    void inicializa()
    {
        x1 = -5;    y1 = 5;
        x2 = 5;     y2 = 5;
        x3 = 5;     y3 = -5;
        x4 = -5;    y4 = -5;
        moverX = 50;
        moverY = 150;
        x5 = -4.5;  y5 = 4.5;
        x6 = 4.5;   y6 = 4.5;
        x7 = 4.5;   y7 = -4.5;
        x8 = -4.5;  y8 = -4.5;
    }
    void CriarCarrro()
    {
        glPushMatrix();
        // QUADRADOS NA VERTICAL DE CIMA PARA BAIXO
        // QUADRADO 1
        glColor3f(0,0,0);
        glBegin(GL_QUADS);
        glVertex2f(x1+moverX,y1+moverY);
        glVertex2f(x2+moverX,y2+moverY);
        glVertex2f(x3+moverX,y3+moverY);
        glVertex2f(x4+moverX,y4+moverY);
        glColor3f(0.5,0.5,0.5);
        glVertex2f(x5+moverX,y5+moverY);
        glVertex2f(x6+moverX,y6+moverY);
        glVertex2f(x7+moverX,y7+moverY);
        glVertex2f(x8+moverX,y8+moverY);

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

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

        // RODAS DIANTEIRAS
        // RODA ESQUERDA
        glColor3f(0,0,0);
    }
}

```

```

glBegin(GL_QUADS);
glVertex2f(x1+moverX-11,y1+moverY-11);
glVertex2f(x2+moverX-11,y2+moverY-11);
glVertex2f(x3+moverX-11,y3+moverY-11);
glVertex2f(x4+moverX-11,y4+moverY-11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverX-11,y5+moverY-11);
glVertex2f(x6+moverX-11,y6+moverY-11);
glVertex2f(x7+moverX-11,y7+moverY-11);
glVertex2f(x8+moverX-11,y8+moverY-11);
glEnd();

```

```

// RODA DIREITA

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverX+11,y1+moverY-11);
glVertex2f(x2+moverX+11,y2+moverY-11);
glVertex2f(x3+moverX+11,y3+moverY-11);
glVertex2f(x4+moverX+11,y4+moverY-11);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverX+11,y5+moverY-11);
glVertex2f(x6+moverX+11,y6+moverY-11);
glVertex2f(x7+moverX+11,y7+moverY-11);
glVertex2f(x8+moverX+11,y8+moverY-11);
glEnd();

```

```

// RODAS TRAZEIRAS

```

```

// RODA ESQUERDA

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverX-11,y1+moverY-33);
glVertex2f(x2+moverX-11,y2+moverY-33);
glVertex2f(x3+moverX-11,y3+moverY-33);
glVertex2f(x4+moverX-11,y4+moverY-33);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverX-11,y5+moverY-33);
glVertex2f(x6+moverX-11,y6+moverY-33);
glVertex2f(x7+moverX-11,y7+moverY-33);
glVertex2f(x8+moverX-11,y8+moverY-33);
glEnd();

```

```

// RODA DIREITA

```

```

glColor3f(0,0,0);
glBegin(GL_QUADS);
glVertex2f(x1+moverX+11,y1+moverY-33);
glVertex2f(x2+moverX+11,y2+moverY-33);
glVertex2f(x3+moverX+11,y3+moverY-33);
glVertex2f(x4+moverX+11,y4+moverY-33);
glColor3f(0.5,0.5,0.5);
glVertex2f(x5+moverX+11,y5+moverY-33);
glVertex2f(x6+moverX+11,y6+moverY-33);
glVertex2f(x7+moverX+11,y7+moverY-33);
glVertex2f(x8+moverX+11,y8+moverY-33);
glEnd();
glPopMatrix();

```

```

}

```

```

void SetMoverX(float novoMoverX)

```

```

{
    moverX = novoMoverX;
}

```

```

float GetMoverX()

```

```

{
    return moverX;
}

```

```
void SetMoverY(float novoMoverY)
{
    moverY = novoMoverY;
}
float GetMoverY()
{
    return moverY;
}
```

```
float GetX1()
{
    return x1;
}
float GetY1()
{
    return y1;
}
```

```
float GetX2()
{
    return x2;
}
float GetY2()
{
    return y2;
}
```

```
float GetX3()
{
    return x3;
}
float GetY3()
{
    return y3;
}
```

```
float GetX4()
{
    return x4;
}
float GetY4()
{
    return y4;
}
```

```
float GetX5()
{
    return x5;
}
float GetY5()
{
    return y5;
}
```

```
float GetX6()
{
    return x6;
}
float GetY6()
{
    return y6;
}
```

```
float GetX7()
```

```
{  
    return x7;  
}  
float GetY7()  
{  
    return y7;  
}  
  
float GetX8()  
{  
    return x8;  
}  
float GetY8()  
{  
    return y8;  
}  
  
};
```