**Buggy Code**

Consider the following buggy code:

from graphics import Canvas

A computer screen shot of a black screen with white and green text

AI-generated content may be incorrect.

The programmer wants to draw two cars, one at location (10, 10) and another at location (100, 100). When they run their program they get a "NameError" and the IDE complains that inside draw\_car it doesn't know what canvas, x, or y mean.

Fix this program so that the location information is correctly given to draw\_car. You can make changes to both draw\_car and main. Write a comments for each line you changed.

Note that you should assume that the offsets in draw\_car are correct. You are not meant to be worrying about the canvas coordinates, rather the control flow of the program.