```python
import time, pygame, sys, os
pygame.init
width, height = 2400, 400
backgroundColor = 255, 255, 255
pygame.display.set_caption("Road")
pausetime = 0.2


carHeight = 50
startingY = 200
startingX = 50

colorCar1 = 255, 0, 0
colorCar2 = 0, 255, 0
colorCar3 = 0, 0, 255
colorCar4 = 0, 255, 255
colorCar5 = 255, 0, 255
colorCar6 = 255, 255, 0
colorCar7 = 0, 0, 0
colorCar8 = 127, 0, 127
colorCar9 = 127, 0, 255
colorCar10 = 127,127, 0
colorCar11 = 255, 127, 0
colorCar12 = 0, 127, 127

#fake Variables
printColor = 255, 255, 255

carColors = [backgroundColor, colorCar1, colorCar2, colorCar3, colorCar4, colorCar5, colorCar6, colorCar7, colorCar8,
    colorCar9, colorCar10, colorCar11, colorCar12, printColor, printColor]

screen = pygame.display.set_mode((width, height))

dir = sys.argv[1]

dirList = []
for filename in os.listdir(dir) :
```

```python
36        dirList.append(filename)
37
38 dirList = sorted(dirList)
39
40 for filename in dirList :
41     f = open(str(dir + '/' + filename), "r")
42     tab = []
43     text = f.readline()
44     while text != "end\n" :
45         tab.append(int(text))
46         text = f.readline()
47     f.close()
48
49     screen.fill (backgroundColor)
50     x = startingX
51     for car in tab:
52         for y in range(carHeight):
53             screen.set_at((x, y+startingY), carColors[car])
54         x+=1
55
56     pygame.display.flip()
57     time.sleep(pausetime)
58
```