**Program Drawing Panel**

**SOURCE CODE**

from drawingpanel import \*

def car(x=10, y=10):

panel.canvas.create\_polygon(0+x, 10+y, 10+x, 0+y, 180+x, 0+y, 190+x,

10+y, 190+x, 80+y, 180+x, 90+y, 10+x, 90+y, 0+x,

80+y, fill="cornflower blue", outline="blue")

panel.canvas.create\_oval(20+x, 65+y, 60+x, 105+y,

fill="gray20", outline="gray7")

panel.canvas.create\_oval(30+x, 75+y, 50+x, 95+y,

fill="gray30", outline="")

panel.canvas.create\_oval(130+x, 65+y, 170+x, 105+y,

fill="gray20", outline="gray7")

panel.canvas.create\_oval(140+x, 75+y, 160+x, 95+y,

fill="gray30", outline="")

panel.canvas.create\_rectangle(

120+x, 20+y, 190+x, 50+y, fill="LightSkyBlue1", outline="blue")

def sign(x=10, y=10, ):

panel.canvas.create\_polygon(0+x, 20+y, 20+x, 0+y, 60+x, 0+y, 80+x,

20+y, 80+x, 60+y, 60+x, 80+y, 20+x, 80+y, 0+x,

60+y, fill="firebrick", outline="IndianRed2")

panel.canvas.create\_rectangle(35+x, 80+y, 45+x, 150+y, fill="IndianRed3")

def background():

panel.canvas.create\_rectangle(0, 250, 500, 300, fill="lightGrey", outline="")

panel = DrawingPanel(500, 300)

panel.set\_background("linen")

car\_speed = 1

sign\_speed = 3

car\_x = 0

sign\_x = 600

for i in range(0, 100):

panel.clear()

sign\_x -= sign\_speed

sign(sign\_x, 100)

background()

car\_x += car\_speed

car(car\_x, 180)

panel.sleep(10)

**HASIL**

Video dapat ditonton di [sini](https://youtu.be/ScDAejA3HcU)











