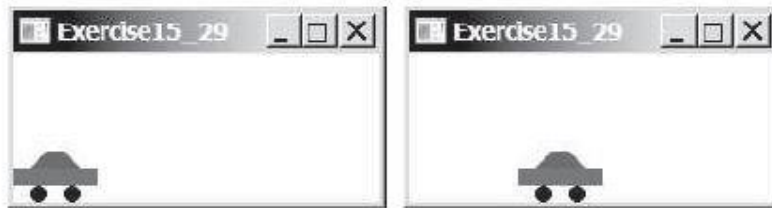


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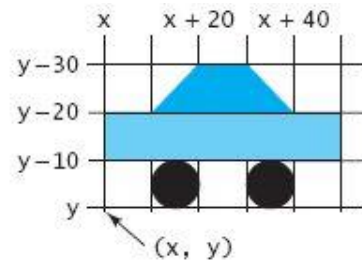
Final Project Report

Exercise 15.29 from 10th edition:

(*Racing car*) Write a program that simulates car racing, as shown in Figure 15.34a. The car moves from left to right. When it hits the right end, it restarts from the left and continues the same process. You can use a timer to control animation. Also let the user pause/resume the animation with a button press/release and increase/decrease the car speed by pressing the UP and DOWN arrow keys.



(a)



(b)