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/* Objectives:
Create simple objects in our program to store and access data in a more
organized way.
Control the created objects with specific keyboard keys.
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/** Set Up Radar and Speed Limit: **
  Define the radar's position (radarX) and the speed limit (speedLimit)
*/

var cars = [];

for (var i = 1; i <= 5; i++) {
  var car = {
    x: randomNumber(-150, 100),
    y: 299 + (i - 1) * 75, // Adjusting y position for each car
    s: randomNumber(10, 35),
    w: 100,
    h: 30,
    id: "car" + i
  };
  cars.push(car);
}

/** define the car objects with their properties like initial positions
* (x, y, w, h, s, id), width, height, speed, and IDs
*/

/** Create Car Display, Movement and Radar Functions: **/
makeCars();
function makeCars() {
  cars.forEach(function(   ) {
    // Code to position the cars on the screen via Image elements
    // HINT: image(car.id, car.id + ".png");
  });
}

cars.forEach(function(   ) {
  image(car.   , car.   + ".png");
  setPosition(car.   , car.   , car.   , car.   , car.   );
});

function moveCars() {
  // Code to update the car positions, check radar, and start the car over
if they go off the screen.
  cars.forEach(function(   ) {
    car.   += car.   ;
```

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    setPosition(car.  , car. , car. , car. , car. );
    startOver(car);
  });
}

function checkRadar(   ) {
  // Code to check if a car is speeding and update the radar text based on
speedLimit (red above, black below)
}

function startOver(   ) {
  // wraps the car if they go off the screen.
  if (car.  > 320) {
    car.  = randomNumber(-150, -100);
    car.  = randomNumber(10, 35);
  }
}

/** Run the App: **
* Finally, call the `makeCars` function to set up the initial car
positions.
* Use the `timedLoop` function to continuously call the `moveCars`
function every 200 milliseconds to update the car positions and radar
information.
*/
```