Max Hilzen U4L10b Radar 2

```html
<!DOCTYPE html>
<html>
<head>
    <title>Car Animation</title>
    <style>
        body {
            margin: 0;
            overflow: hidden;
        }

        canvas {
            position: absolute;
            top: 0;
            left: 0;
            width: 100%;
            height: 100%;
        }

        #radar {
            position: absolute;
            top: 110px;
            right: 120px;
            width: 100px;
            height: 300px;
            background: url('radar.png');
            background-size: 100% 100%;
            color: white;
            text-align: center;
            font-size: 36px;
            line-height: 336px; /
        }


    </style>
</head>
<body>
    <canvas id="carCanvas" width="800" height="400"></canvas>
    <div id="radar">Speed: 0</div>
```

```html
<div id="speedDisplay">Speed: 0</div>

<script>
    var canvas = document.getElementById("carCanvas");
    var ctx = canvas.getContext("2d");
    var background = new Image();
    background.src = "background.jpg";
    var radar = document.getElementById("radar");
    var carImage1, carImage2, carImage3, carImage4;

    var radarX = canvas.width-120;
    var radarText = " ";

    var car1 = {
        img: carImage1,
        x: 100,
        y: 200,
        speed: Math.floor(Math.random()*25+10),
    };

    var car2 = {
        img: carImage2,
        x: 100,
        y: 300,
        speed: Math.floor(Math.random()*25+10),
    };

        var car3 = {
        img: carImage3,
        x: 200,
        y: 200,
        speed: Math.floor(Math.random()*25+10),
    };

    var car4 = {
        img: carImage4,
        x: 200,
        y: 300,
        speed: Math.floor(Math.random()*25+10),
    };
```

```
makeCar();
setInterval(moveCars, 100);
function makeCar(){
    carImage1 = new Image();
    carImage2 = new Image();
    carImage3 = new Image();
    carImage4 = new Image();


     carImage1.src = "car1.png";
     carImage2.src = "car2.png";
   carImage3.src = "car3.png";
     carImage4.src = "car4.png";

   car1.img=carImage1;
   car2.img=carImage2;
   car3.img=carImage3;
   car4.img=carImage4;
}
function moveCars() {

   car1.x += car1.speed;
   car2.x += car2.speed;
     car3.x += car3.speed;
   car4.x += car4.speed;

   updateScreen();

   startOver(car1);
   startOver(car2);
     startOver(car3);
   startOver(car4);

   updateRadar(car1);
   updateRadar(car2);
     updateRadar(car3);
   updateRadar(car4);
```

```
}
function updateScreen(){
    ctx.drawImage(background, 0, 0, canvas.width, canvas.height);
    ctx.drawImage(car1.img, car1.x, car1.y);
    ctx.drawImage(car2.img, car2.x, car2.y);
      ctx.drawImage(car3.img, car3.x, car3.y);
    ctx.drawImage(car4.img, car4.x, car4.y);




}

// Start the animation
animate();
function startOver(car){
    if (car.x > canvas.width) {
      car.x = -car.img.width;
      car.speed= Math.floor(Math.random()*25+10);
   }
     updateScreen();

 }
function updateRadar(car) {


   if ( car.x + car.img.width > radarX ){
     if ( car.speed > 25) {
      radarText = ""+car.speed;
      radar.style.color = "red";
      }
     else
     {
      radarText = ""+car.speed;
      radar.style.color = "black";
      }
    }
   else
```

```
      {
        radarText = "--";
        radar.style.color = "black";
      }

     radar.innerHTML = radarText;
    updateScreen();

  }
 </script>
</body>
</html>
```