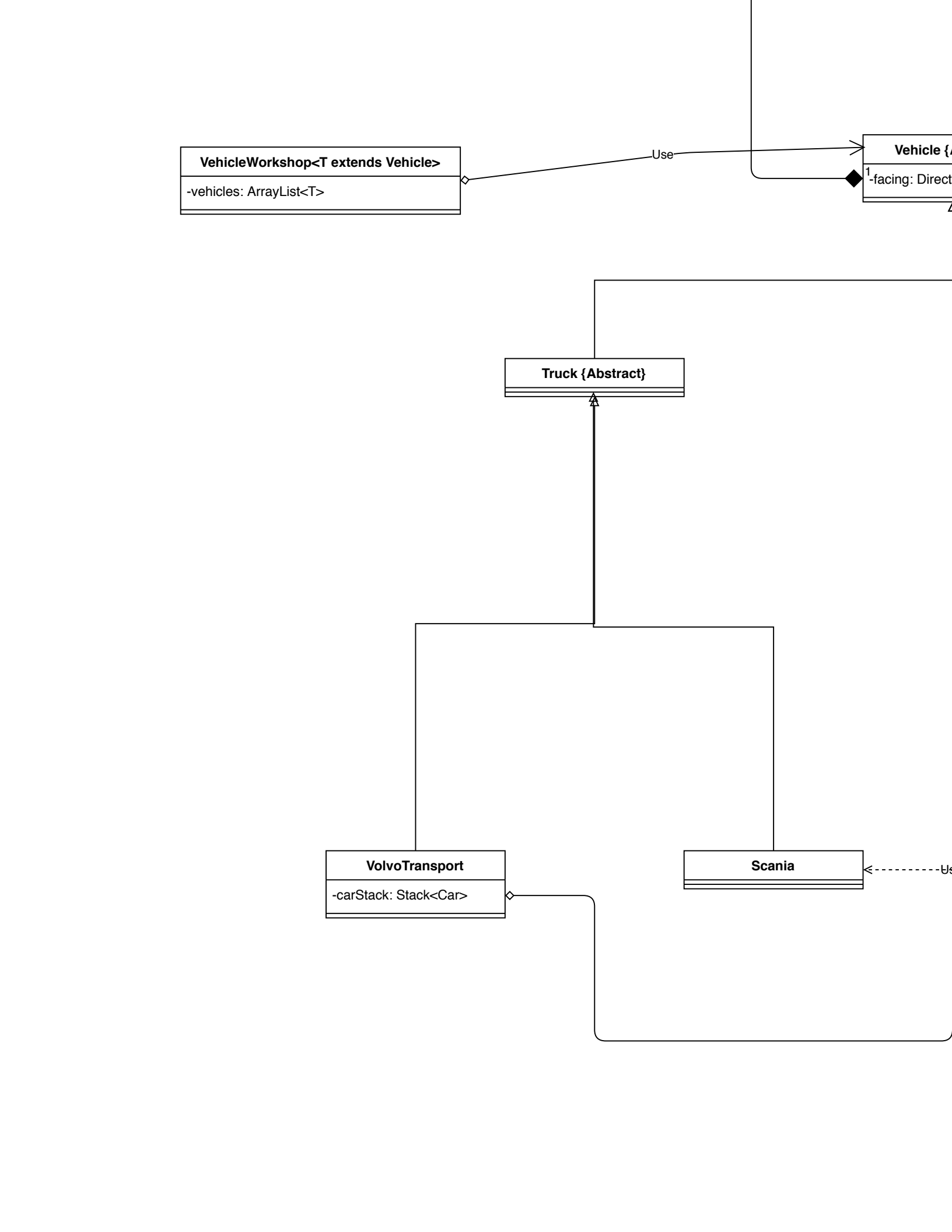
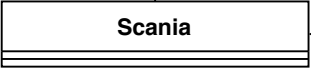
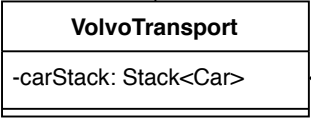
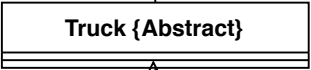
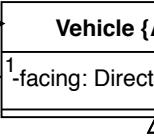
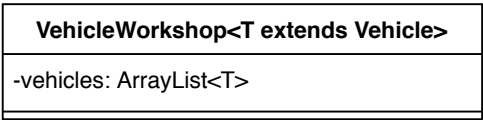


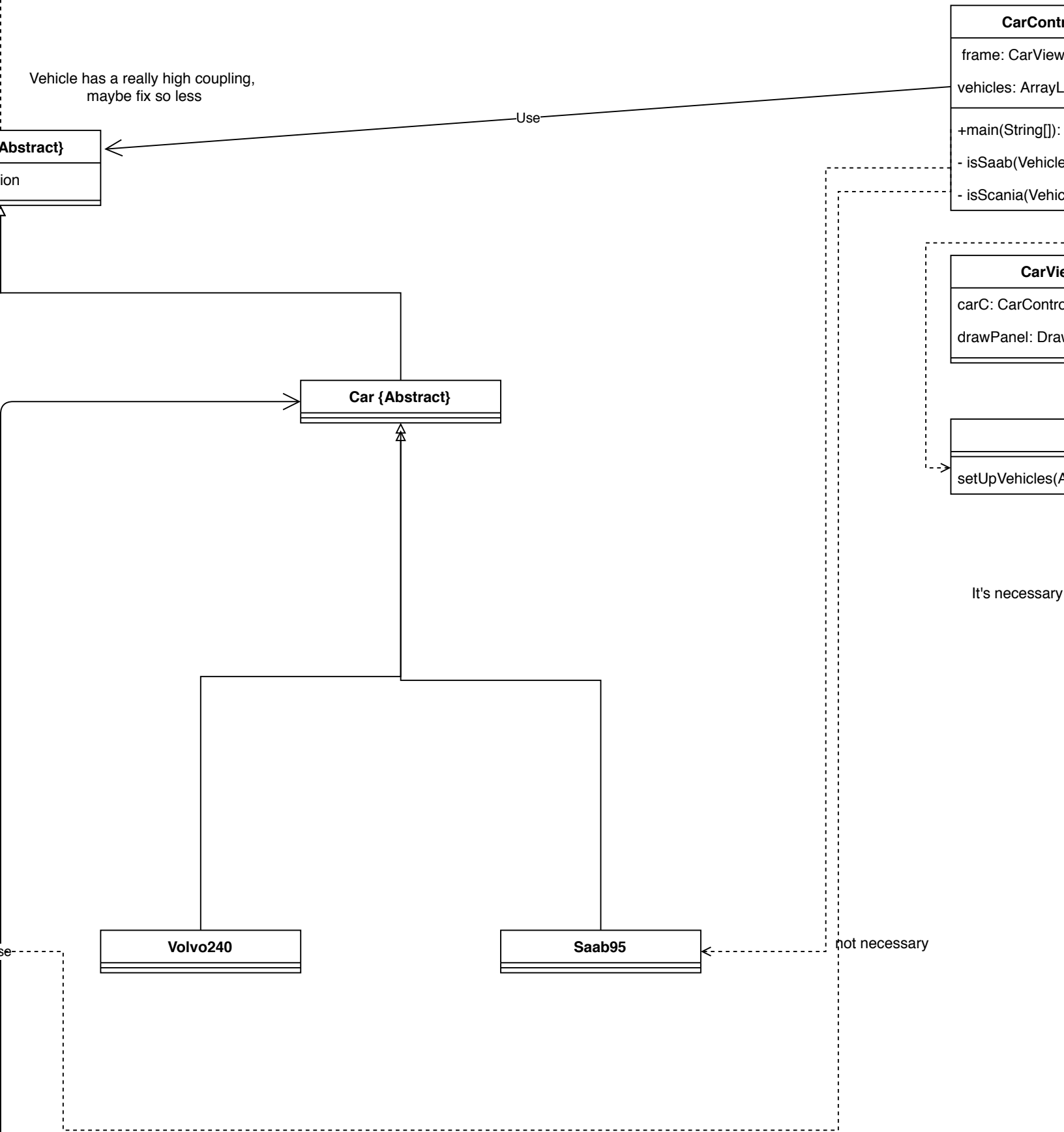
<i>face>></i> able
d

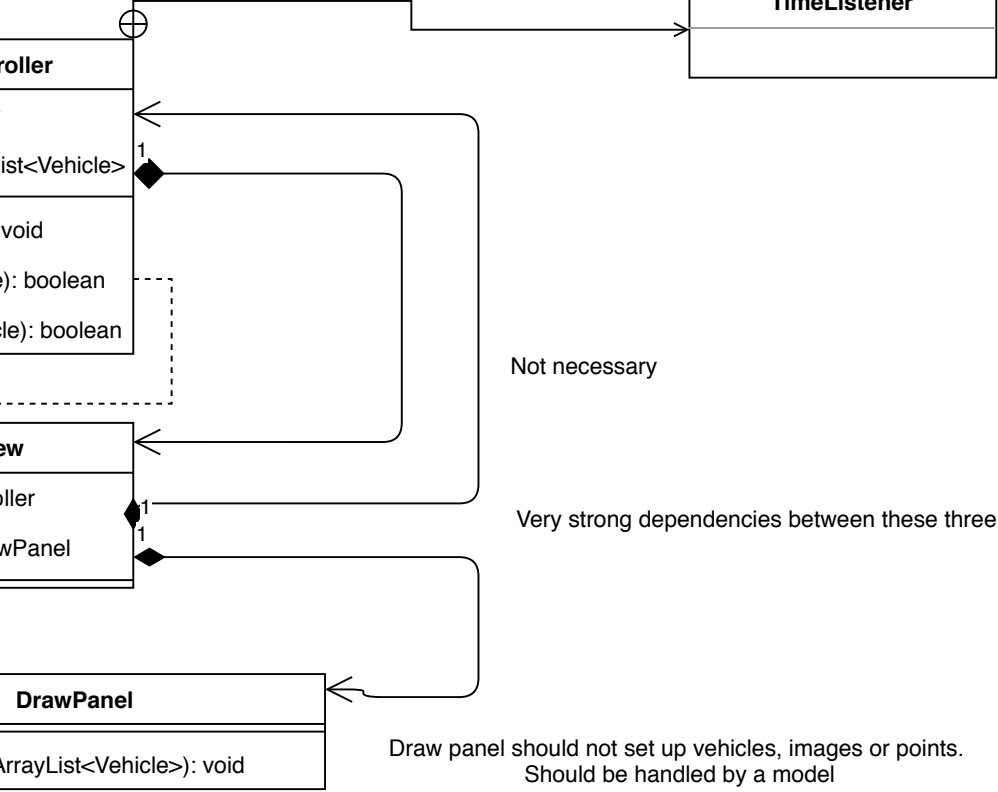
Add a car model that the other classes depends on

n. Instead of letting them depend on each other

Time Interval







with a dependency directly between DrawPanel and CarController