#include<iostream>

#include<graphics.h>

using namespace std;

int main()

{

int gd=DETECT,gm, ch;

initgraph(&gd,&gm,NULL);

setbkcolor(WHITE);

setcolor(BLACK);

for (int i=0;i<350;i++)

{

/\*\*\*CAR BODY \*\*\*\*\*\*/

line(50+i,370,90+i,370);

arc(110+i,370,180,360,20);

/\*\*Wheels\*\*/

circle(110+i,370,17);

circle(240+i,370,17);

line(130+i,370,220+i,370);

arc(240+i,370,180,360,20);

line(260+i,370,300+i,370);

line(300+i,370,300+i,350);

line(300+i,350,240+i,330);

line(240+i,330,200+i,300);

line(200+i,300,110+i,300);

line(110+i,300,80+i,330);

line(80+i,330,50+i,340);

line(50+i,340,50+i,370);

/\*\*\*CAR Windows\*\*\*/

line(165+i,305,165+i,330);

line(165+i,330,230+i,330);

line(230+i,330,195+i,305);

line(195+i,305,165+i,305);

line(160+i,305,160+i,330);

line(160+i,330,95+i,330);

line(95+i,330,120+i,305);

line(120+i,305,160+i,305);

delay(10);

cleardevice();

line(0,390,639,390);

}

getch();

return 0;

}