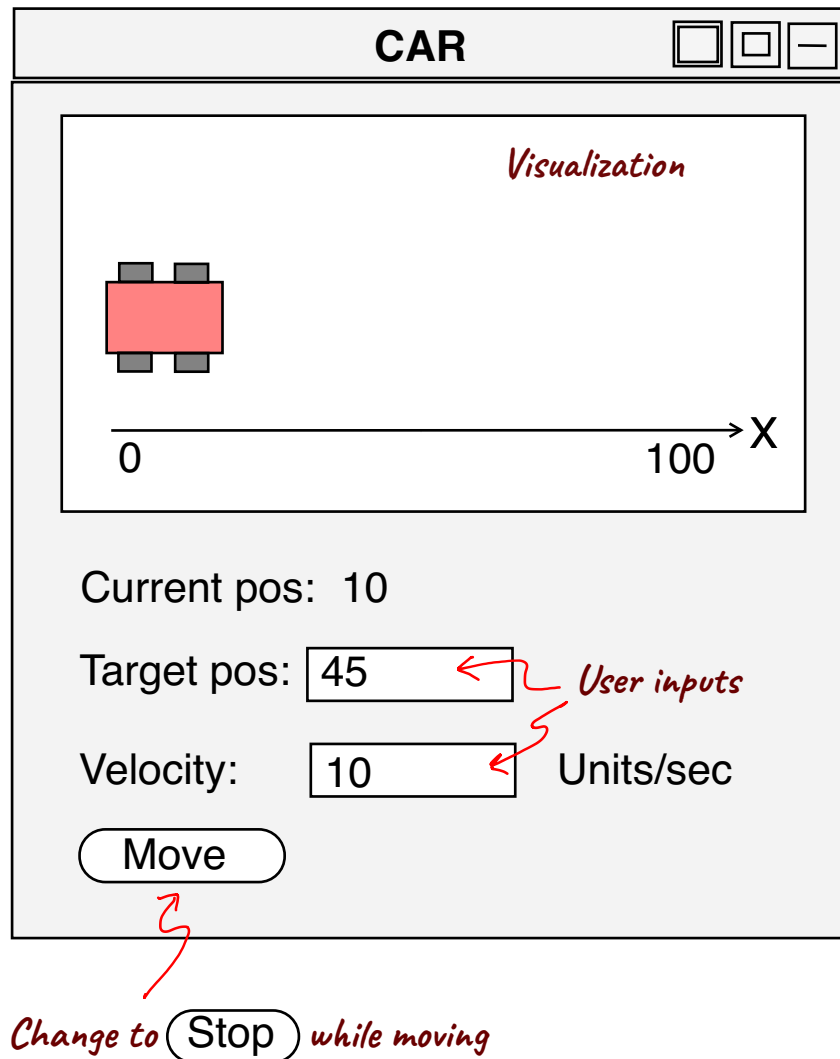# Programming exercise



**A GUI for a 1-d robotic car**

- An optional Visualization widget showing the car position graphically
- A label widget with the current car position
- An input widget for the target position
- An input widget for the car velocity
- A button with the text "move" when the car is not moving and the text "stop" when it is moving
- If the car is not moving and the "move" button is pressed, then the car should start moving
- The target and velocity widgets should be disabled when the car is moving
- The current pos widget should be periodically updated while