**Moving Car simulation using OpenCV**

This code is a "Moving Car" project implemented using OpenCV. It creates a canvas with specified dimensions and sets the initial position of a car. The car's shape, size, and speed are defined, along with properties for the tires, windows, and additional elements like trees and the road.

Within a while loop, the canvas is cleared and various components of the car, such as the body, tires, and windows, are drawn using OpenCV functions. The car is then moved horizontally across the canvas. The program continues until the 'q' key is pressed, at which point the windows are closed and the program ends.

This code provides a basic simulation of a moving car on a customizable canvas using the OpenCV library.