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1 // A Car class and a Car object
2
3 Car myCar; // Declare car object as a globle variable.
4
5 void setup() {
6   size(640,360);
7   // Initialize Car object
8   myCar = new Car(); // Initialize car object in setup() by calling constructor.
9 }
10
11 void draw() {
12   background(255);
13   // Operate Car object.
14   myCar.move(); // Operate the car object in draw( ) by calling object methods usir
15   myCar.display();
16 }
17
18 class Car { // Define a class below the rest of the program.
19   color c; // Variables.
20   float xpos;
21   float ypos;
22   float xspeed;
23
24   Car() { // A constructor.
25     c = color(175);
26     xpos = width/2;
27     ypos = height/2;
28     xspeed = 1;
29   }
30
31   void display() { // Function.
32     // The car is just a square
33     rectMode(CENTER);
34     stroke(0);
35     fill(c);
36     rect(xpos,ypos,20,10);
37   }
38
39   void move() { // Function.
40     xpos = xpos + xspeed;
41     if (xpos > width) {
42       xpos = 0;
43     }
44   }
45 }
46
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