

```

1 //Two Car objects
2
3 Car myCar1;
4 Car myCar2; // Two objects!
5
6 void setup() {
7     size(640, 360);
8     myCar1 = new Car(color(51), 0, 100, 2); // Parameters go inside the parentheses w
9     myCar2 = new Car(color(151), 0, 300, 1);
10 }
11
12 void draw() {
13     background(255);
14     myCar1.move();
15     myCar1.display();
16     myCar2.move();
17     myCar2.display();
18 }
19
20 class Car { // Even though there are multiple objects, we still only need one class
21     color c;
22     float xpos;
23     float ypos;
24     float xspeed;
25
26     Car(color tempC, float tempXpos, float tempYpos, float tempXspeed) { // The Const
27         c = tempC;
28         xpos = tempXpos;
29         ypos = tempYpos;
30         xspeed = tempXspeed;
31     }
32
33     void display() {
34         stroke(0);
35         fill(c);
36         rectMode(CENTER);
37         rect(xpos, ypos, 20, 10);
38     }
39
40     void move() {
41         xpos = xpos + xspeed;
42         if (xpos > width) {
43             xpos = 0;
44         }
45     }
46 }
47
48
49
50
51
52
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55
56

```