

```

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

```