

```
automaton def car(alg real x_ini; alg real y_ini; alg real x_end; alg real v)

Declarations
event reset;
alg real y = y_ini;
cont x = x_ini der v;
alg bool collide = if x > 68 and x < 120 and y > frog.y + 10.0 and y < frog.y + 40.0: true else false end;

reset

when x > x_end
do x := -30.0

hit
when collide
```

Declarations

event void hit;
uncontrollable u_push;

Instantiations

```
car1: car(0.0, 50.0, 420.0, 120.0);
car2: car(40.0, 90.0, 280.0, 75.0);
car3: car(80.0, 130.0, 250.0, 50.0);
car4: car(170.0, 170.0, 220.0, 80.0);
car5: car(100.0, 210.0, 320.0, 100.0);
```