



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);