Designing the picture of the car:

#include <SDL2/SDL.h>

// Window dimensions

Const int WINDOW\_WIDTH = 800;

Const int WINDOW\_HEIGHT = 600;

// Car dimensions

Const int CAR\_WIDTH = 200;

Const int CAR\_HEIGHT = 100;

Const int WHEEL\_RADIUS = 25;

Const int HEADLIGHT\_WIDTH = 20;

Const int HEADLIGHT\_HEIGHT = 15;

// Function to draw a filled rectangle

Void drawFilledRect(SDL\_Renderer\* renderer, int x, int y, int width, int height, SDL\_Color color) {

SDL\_Rect rect = { x, y, width, height };

SDL\_SetRenderDrawColor(renderer, color.r, color.g, color.b, color.a);

SDL\_RenderFillRect(renderer, &rect);

}

// Function to draw a filled circle

Void drawFilledCircle(SDL\_Renderer\* renderer, int centerX, int centerY, int radius, SDL\_Color color) {

For (int y = -radius; y <= radius; y++) {

For (int x = -radius; x <= radius; x++) {

If (x \* x + y \* y <= radius \* radius) {

SDL\_SetRenderDrawColor(renderer, color.r, color.g, color.b, color.a);

SDL\_RenderDrawPoint(renderer, centerX + x, centerY + y);

}

}

}

}

Int main() {

SDL\_Init(SDL\_INIT\_VIDEO);

// Create a window

SDL\_Window\* window = SDL\_CreateWindow(“Car”, SDL\_WINDOWPOS\_UNDEFINED, SDL\_WINDOWPOS\_UNDEFINED,

WINDOW\_WIDTH, WINDOW\_HEIGHT, SDL\_WINDOW\_SHOWN);

If (!window) {

SDL\_Log(“Failed to create window: %s”, SDL\_GetError());

Return 1;

}

// Create a renderer

SDL\_Renderer\* renderer = SDL\_CreateRenderer(window, -1, SDL\_RENDERER\_ACCELERATED);

If (!renderer) {

SDL\_Log(“Failed to create renderer: %s”, SDL\_GetError());

Return 1;

}

// Set the background color

SDL\_SetRenderDrawColor(renderer, 255, 255, 255, 255);

SDL\_RenderClear(renderer);

// Draw the car body (large rectangle)

SDL\_Color carColor = { 255, 0, 0, 255 };

drawFilledRect(renderer, WINDOW\_WIDTH / 2 – CAR\_WIDTH / 2, WINDOW\_HEIGHT / 2,

CAR\_WIDTH, CAR\_HEIGHT, carColor);

// Draw the smaller rectangle on top of the car body

SDL\_Color topColor = { 255, 0, 0, 255 };

drawFilledRect(renderer, WINDOW\_WIDTH / 2 – CAR\_WIDTH / 4, WINDOW\_HEIGHT / 2 – CAR\_HEIGHT / 2,

CAR\_WIDTH / 2, CAR\_HEIGHT / 2, topColor);

// Draw the wheels (circles)

SDL\_Color wheelColor = { 0, 0, 0, 255 };

drawFilledCircle(renderer, WINDOW\_WIDTH / 2 – CAR\_WIDTH / 2 + WHEEL\_RADIUS,

WINDOW\_HEIGHT / 2 + CAR\_HEIGHT / 2 + WHEEL\_RADIUS \* 2, WHEEL\_RADIUS, wheelColor);

drawFilledCircle(renderer, WINDOW\_WIDTH / 2 + CAR\_WIDTH / 2 – WHEEL\_RADIUS,

WINDOW\_HEIGHT / 2 + CAR\_HEIGHT / 2 + WHEEL\_RADIUS \* 2, WHEEL\_RADIUS, wheelColor);

// Draw the headlight (green rectangle)

SDL\_Color headlightColor = { 0, 255, 0, 255 };

drawFilledRect(renderer, WINDOW\_WIDTH / 2 + CAR\_WIDTH / 4 – HEADLIGHT\_WIDTH / 2,

WINDOW\_HEIGHT / 2 – CAR\_HEIGHT / 2 – HEADLIGHT\_HEIGHT,

HEADLIGHT\_WIDTH, HEADLIGHT\_HEIGHT, headlightColor);

// Update the screen

SDL\_RenderPresent(renderer);

// Wait for the user to close the window

SDL\_Event event;

While (SDL\_WaitEvent(&event)) {

If (event.type == SDL\_QUIT)

Break;

}

// Clean up resources

SDL\_DestroyRenderer(renderer);

SDL\_DestroyWindow(window);

SDL\_Quit();

Return 0;

}