//MOVING CAR WITH ROTATING WHEELS

#include <graphics.h>

#include <stdio.h>

#include <conio.h>

#include<math.h>

#include<dos.h>

int main()

{

int i, j = 0, gd = 0, gm, jj =0 ,kk =0;

initgraph(&gd, &gm, "");

//for the road

setcolor(WHITE);

setlinestyle(0,0,3);

line(0,348,640,348);

setlinestyle(0,0,1); //thickness and line typr

for (i = 0; i <= 420; i = i + 6)

{

setcolor(DARKGRAY);

//FOR UPPER BODY

line(0 + i, 300, 210 + i, 300);

line(50 + i, 300, 75 + i, 270);

line(75 + i, 270, 150 + i, 270);

line(150 + i, 270, 165 + i, 300);

line(0 + i, 300, 0 + i, 330);

line(210 + i, 300, 210 + i, 330);

setcolor(DARKGRAY);

// For left wheel of car

circle(65 + i, 330, 15); //LW = LEFT WHEEL

line(75+ i,320,55+ i,340); //LW right horizon

line(55+ i,320,75+ i,340); //LW left horizon

line(50 + i , 330 , 80 + i , 330); //LW horizontal

line(65 + i,315,65 + i ,345); //LW veritical

if(jj == 0)

{

setcolor(BLACK);

line(75+ i,320,55+ i,340); //LW right horizon

line(55+ i,320,75+ i,340); //LW left horizon

jj = 1;

}

else

{

setcolor(BLACK);

line(50 + i , 330 , 80 + i , 330); //LW horizontal

line(65 + i,315,65 + i ,345); //LW veritical

jj = 0;

}

setcolor(DARKGRAY);

// For right wheel of car

circle(145 + i, 330, 15); //RW = RIGHT WHEEL

line(130 + i , 330 , 160 + i , 330); //RW horizontal

line( 145 + i , 315 , 145 + i , 345); //RW vertical

line(155 + i,320,135+ i,340); //RW right horizon

line(135+ i,320,155+ i,340); //RW left horizon

if(kk == 0)

{

setcolor(BLACK);

line(155 + i,320,135+ i,340); //RW right horizon

line(135+ i,320,155+ i,340); //RW left horizon

kk = 1;

}

else

{

setcolor(BLACK);

line(130 + i , 330 , 160 + i , 330); //RW horizontal

line( 145 + i , 315 , 145 + i , 345); //RW vertical

kk = 0 ;

}

setcolor(DARKGRAY);

// Line left of left wheel

line(0 + i, 330, 50 + i, 330);

// Line middle of both wheel

line(80 + i, 330, 130 + i, 330);

// Line right of right wheel

line(210 + i, 330, 160 + i, 330);

delay(100);

/////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////////

// To erase previous drawn car, draw

// the whole car at same possition

// but color using black

setcolor(BLACK);

// Lines for bonnet and body of car

line(0 + i, 300, 210 + i, 300);

line(50 + i, 300, 75 + i, 270);

line(75 + i, 270, 150 + i, 270);

line(150 + i, 270, 165 + i, 300);

line(0 + i, 300, 0 + i, 330);

line(210 + i, 300, 210 + i, 330);

// Line left of left wheel

line(0 + i, 330, 50 + i, 330);

// Line middle of both wheel

line(80 + i, 330, 130 + i, 330);

// Line right of right wheel

line(210 + i, 330, 160 + i, 330);

circle(65 + i, 330, 15); //LW = left wheel

circle(145 + i, 330, 15); //RW = right wheel

line(50 + i , 330 , 80 + i , 330); //LW horizontal

line(65 + i,315,65 + i ,345); //LW vertical

line(75+ i,320,55+ i,340); //LW right horiz

line(55+ i,320,75+ i,340); //LW left horizN

line(130 + i , 330 , 160 + i , 330); //RW horizontal

line( 145 + i , 315 , 145 + i , 345); // RW vertical

line(155 + i,320,135+ i,340); // RW right horiz

line(135+ i,320,155+ i,340); // RW left horiz

}

getch();

closegraph();

return 0;