```
#include <GL/glut.h>
float rt = 0.0f;

void init(int Width, int Height)
{
	glClearColor(1.1, 1.1, 1.1, 1.1);
	glMatrixMode(GL_PROJECTION);
	gluPerspective(45.0f,(GLfloat)Width/(GLfloat)Height,0.1f,50.0f);
	glMatrixMode(GL_MODELVIEW);
}

float ballX = -0.5f;
float ballY = 0.0f;
float ballZ = 0.0f;

void Draw()
{
	glClear(GL_COLOR_BUFFER_BIT | GL_DEPTH_BUFFER_BIT);
	glLoadIdentity();
	glTranslatef(rt,0.0f,-6.0f);
	glBegin(GL_POLYGON);
	glColor3f(0.0,0.0,0.0);
	glVertex3f(-1.0f, 1.0f, 0.0f);
	glVertex3f(0.4f, 1.0f, 0.0f);
	glVertex3f(1.0f, 0.4f, 0.0f);
	glColor3f(0.0,0.0,0.0);
	glVertex3f( 1.0f,0.0f, 0.0f);
	glColor3f(0.0,0.0,0.0);
	glVertex3f(-1.0f,0.0f, 0.0f);
	glEnd();
	glColor3f(0.0, 0.0, 0.0);
	glTranslatef(ballX,ballY,ballZ);
	glutSolidSphere (0.3, 20, 20);
	glTranslatef(ballX+1.5,ballY,ballZ);
	glutSolidSphere (0.3, 20, 20);
	rt+=0.005f;
	if(rt>2)
	rt=-2.0f;
	glutSwapBuffers();
}
```

```
int main(int argc, char **argv)
{
	glutInit(&argc, argv);
	glutInitDisplayMode(GLUT_RGBA | GLUT_SINGLE );
	glutInitWindowSize(640, 480);
	glutInitWindowPosition(0, 0);
	glutCreateWindow("Moving Car");
	glutDisplayFunc(Draw);
	glutIdleFunc(Draw);
	init(640,480);
	glutMainLoop();
	return 0;
}
```