```c
#include<GL/glut.h>
#include<math.h>
#include<stdio.h>
#define CAR 1
#define WHEEL 2
float s = 1;
void carlist() {

        glNewList(CAR, GL_COMPILE);
        glColor3f(1, 1, 1);
        glBegin(GL_POLYGON);
        glVertex3f(0, 25, 0);
        glVertex3f(90, 25, 0);
        glVertex3f(90, 55, 0);
        glVertex3f(80, 55, 0);
        glVertex3f(20, 75, 0);
        glVertex3f(0, 55, 0);
        glEnd();
        glEndList();

}
void wheellist() {
        glNewList(WHEEL, GL_COMPILE_AND_EXECUTE);
        glColor3f(0, 1, 1);
        glutSolidSphere(10, 25, 25);
        glEndList();
}
void mykeyboard(unsigned char key, int x, int y) {
        switch (key) {
        case 't': glutPostRedisplay();
                break;
        case 'q': exit(0);
        default: break;

        }
}

void myInit() {
        glClearColor(0, 0, 0, 0);
        glOrtho(0, 600, 0, 600, 0, 600);

}
void draw_wheel() {
        glColor3f(0, 1, 1);
        glutSolidSphere(10, 25, 25);

}

void moveCar(float s) {
        glTranslatef(s, 0.0, 0.0);
        glCallList(CAR);
        glPushMatrix();
        glTranslatef(25, 25, 0.0);        //move to first wheel position
        //draw_wheel();
        glCallList(WHEEL);
        glPopMatrix();
```

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        glPushMatrix();
        glTranslatef(75, 25, 0.0);      //move to 2nd wheel position
        ////draw_wheel();
        glCallList(WHEEL);
        glPopMatrix();
        glFlush();
}
void myDisp() {
        glClear(GL_COLOR_BUFFER_BIT);
        carlist();
        moveCar(s);
        wheellist();

}
void mouse(int btn, int state, int x, int y) {
        if (btn == GLUT_LEFT_BUTTON && state == GLUT_DOWN) {
                s += 5;
                myDisp();
        }
        else if (btn == GLUT_RIGHT_BUTTON && state == GLUT_DOWN) {
                s += 2;
                myDisp();
        }
}


int main(int argc, char* argv[]) {
        glutInit(&argc, argv);
        glutInitDisplayMode(GLUT_SINGLE | GLUT_RGB);
        glutInitWindowSize(600, 500);
        glutInitWindowPosition(100, 100);
        glutCreateWindow("car");
        myInit();
        glutDisplayFunc(myDisp);
        glutMouseFunc(mouse);
        glutKeyboardFunc(mykeyboard);
        glutMainLoop();
}
```