

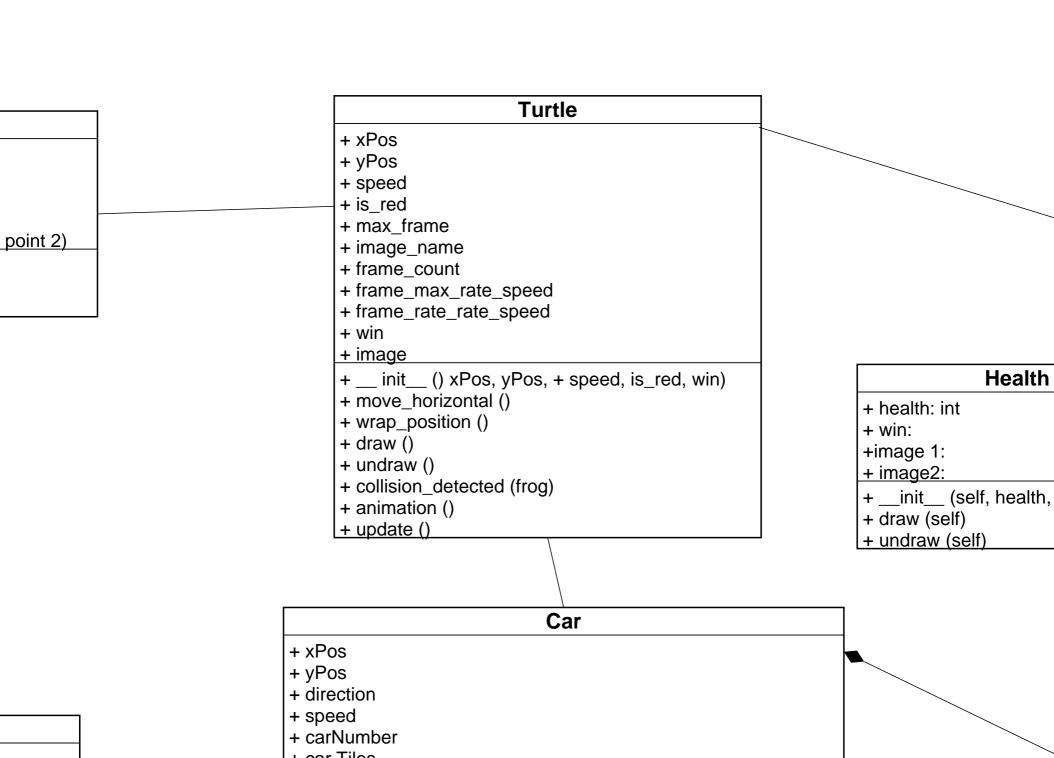
Rect + point 1 + point 2 + color +win + rectangle = Rectangle, point + draw () + setfill ()

+ setoutline ()

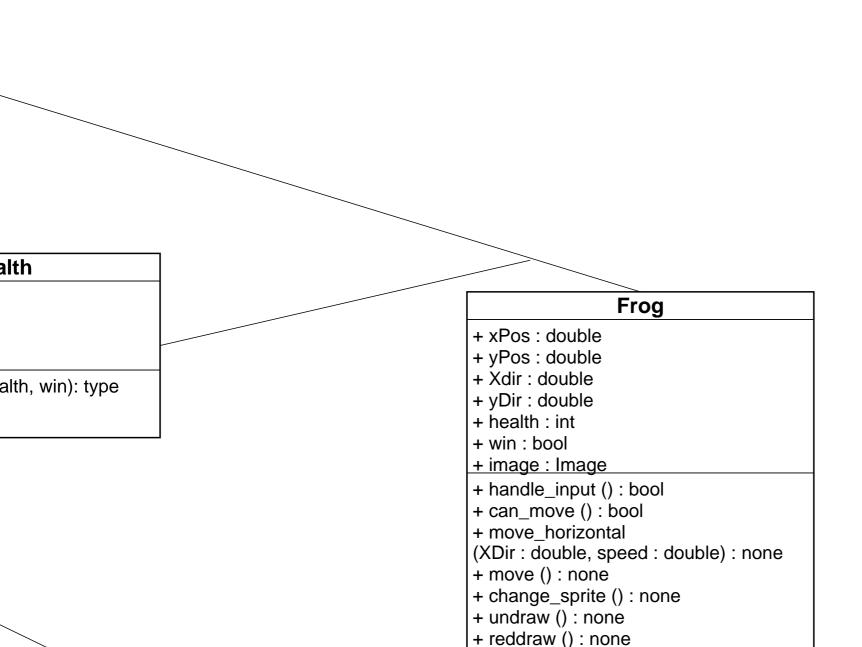
FrogPoint

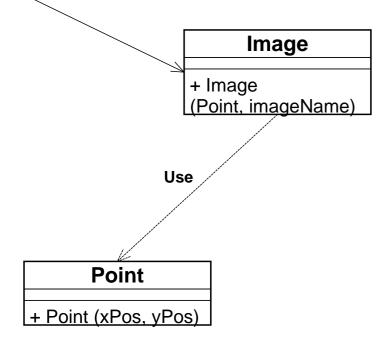
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+ iiiiaye . iiiiaye
+ is_draw : bool
+ rect : Rectangle
+ win
xPos
YPos
+ collision_detected(frog)
+ draw ()
+ undraw ()



	+ win + image: Image
g)	+ Truck(xPos, yPos, direction, speed, cardNumber, carTiles, win) + undraw () + draw () + move _horizontal () + wrap_position ()
	+ collision_detected (frog) + update ()





+ update (): none