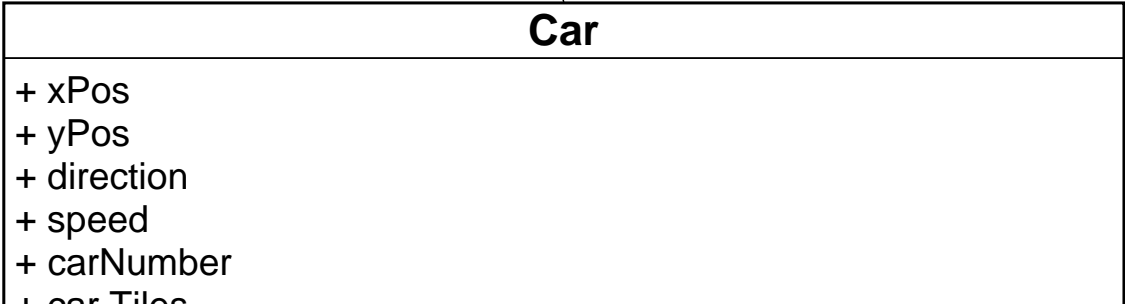
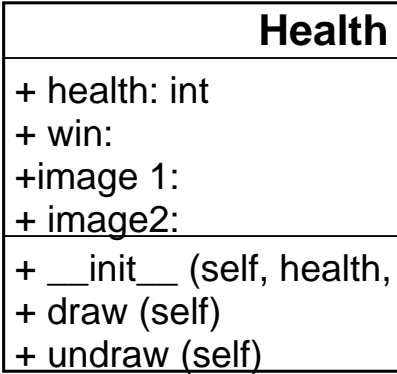
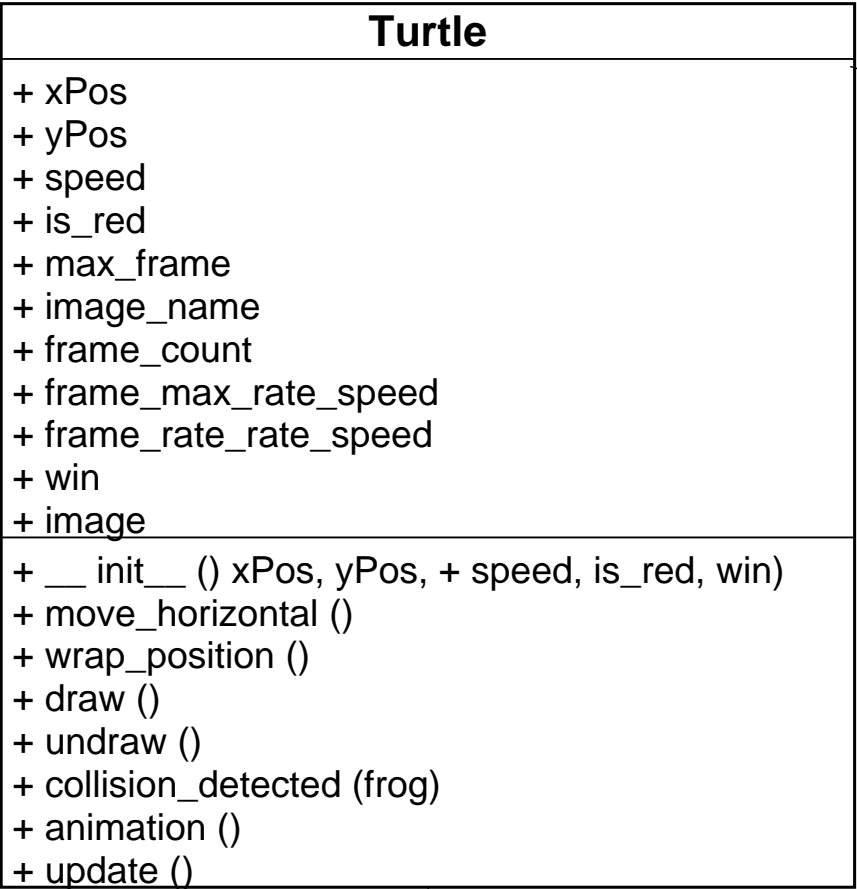
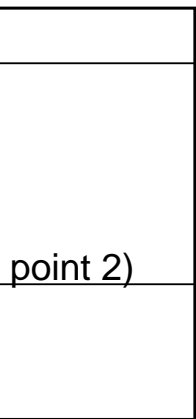


```
+ image : image  
+ is_draw : bool  
+ rect : Rectangle  
+ win  
xPos  
YPos  
+ collision_detected(frog)  
+ draw ()  
+ undraw ()
```



g)

+ carTiles

+ win

+ image: Image

+ Truck(xPos, yPos, direction, speed, cardNumber, carTiles, win)

+ undraw ()

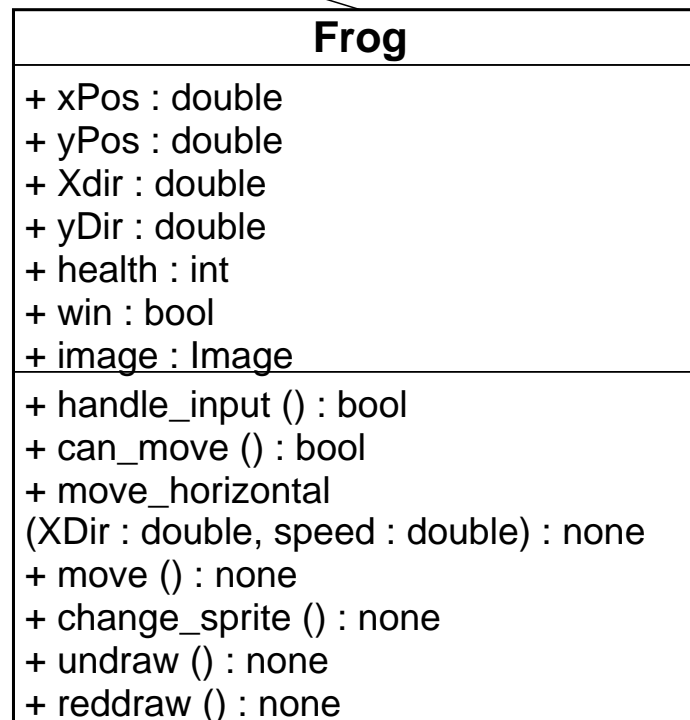
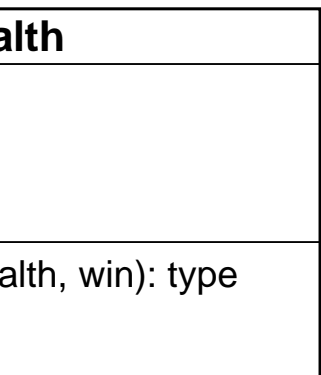
+ draw ()

+ move \_horizontal ()

+ wrap\_position ()

+ collision\_detected (frog)

+ update ()



+ update () : none



Use

