The exercise is to study and change and extend the rather primitive car example a little further …

So first play a little with the example … maybe change movements or the way the cars are drawn…

Then extend the example.

If you extend the example you are to **create at least one new class** and **one new subclass of car**.

Of course you also should make some instances of these classes and let them do something.

For instance … A contestant (of a race) may be an object which has a name, a number and a car.

Contestants can be racing against each other .. and perhaps you can create an object of type referee that announces the name of the winner of the race. But you are free to use your fantasy.