

The exercise is to either build your own example using classes or to extend the car example further ...

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

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.

(Below the text of the Car example that you could use as a beginning ... but word destroyed the formatting ...)

```
Car mycar, yourcar, hiscar;
```

```
void setup()
```

```
{
```

```
    size(500,500);
```

```
    mycar = new Car();
```

```
    yourcar = new luxCar();
```

```
    hiscar = new Car(color(0,200,0));
```

```
    mycar.carpaint( color(0,0,250) );
```

```
};
```

```
void draw()
```

```
{ background(123,234,213);
```

```
    mycar.DrawCar();
```

```
    mycar.drive(2);
```

```
    hiscar.DrawCar();
```

```
    yourcar.DrawCar();
```

```
    yourcar.setypos(324);
```

```
    yourcar.drive(3);
```

```
};
```

```
class Car{

    color c;

    int xpos, ypos;

    int tirewidth = 33;

    int carlength = 120;


    Car(){

        c = color(200,0,0);

        xpos = 123;

        ypos = 134;

    }

    Car(color p ){

        c = p ;

        xpos = 123;

        ypos = 134;

    }

    void setypos( int y)

    { ypos = y ;

    }

    void carpaint(color desiredColor )

    {

        c = desiredColor;

    }

}
```

```

void DrawCar(){

fill(c) ;

ellipse(xpos,ypos,carlength,20);

fill(0);

rect(xpos,ypos+10+tirewidth ,10, -tirewidth);

rect(xpos,ypos-10-tirewidth ,10, +tirewidth);

}

void drive(int s)

{

xpos += s;

xpos = xpos % width;

ypos = ypos % height;

}

}

class luxCar extends Car

{

luxCar()

{ // super( color(0,200,0)); //keyword super refers to superclass

tirewidth = 64;

carlength = 150;

}

}

```