

```
background is Rectangle(width:800,height:550)
background.change(color:"darkblue")
```

```
street is Rectangle(width:800,height:150)
street.change(color:"gray")
```

```
streetLine is Rectangle(width:800,height:20)
streetLine.change(color:"yellow")
```

```
moon1 is Ellipse(width:80,height:80)
moon1.change(color:"yellow")
moon2 is Ellipse(width:80,height:80)
moon2.change(color:"darkblue")
```

```
moon1Location is Point(x:10,y:10)
moon1.moveto(location:moon1Location)
moon2Location is Point(x:30,y:10)
moon2.moveto(location:moon2Location)
```

```
column1 is Rectangle(width:30,height:200)
column1.change(color:"gray")
column2 is Rectangle(width:30,height:200)
column2.change(color:"gray")
column3 is Rectangle(width:30,height:200)
column3.change(color:"gray")
column4 is Rectangle(width:30,height:200)
column4.change(color:"gray")
```

```
lamp1 is Ellipse(width:80,height:80)
lamp1.change(color:"yellow")
lamp2 is Ellipse(width:80,height:80)
lamp2.change(color:"gray")
lamp3 is Ellipse(width:80,height:80)
lamp3.change(color:"gray")
lamp4 is Ellipse(width:80,height:80)
lamp4.change(color:"gray")
```

```
starLine1 is Rectangle(width:5,height:40)
starLine1.change(color:"silver")
```

```
starLine2 is Rectangle(width:5,height:40)
starLine2.change(color:"silver")
```

```
starLine3 is Rectangle(width:5,height:40)
starLine3.change(color:"silver")
```

```
starLine4 is Rectangle(width:5,height:40)
starLine4.change(color:"silver")
```

```
star2Line1 is Rectangle(width:5,height:40)
star2Line1.change(color:"silver")

star2Line2 is Rectangle(width:5,height:40)
star2Line2.change(color:"silver")

star2Line3 is Rectangle(width:5,height:40)
star2Line3.change(color:"silver")

star2Line4 is Rectangle(width:5,height:40)
star2Line4.change(color:"silver")


star3Line1 is Rectangle(width:5,height:40)
star3Line1.change(color:"silver")

star3Line2 is Rectangle(width:5,height:40)
star3Line2.change(color:"silver")

star3Line3 is Rectangle(width:5,height:40)
star3Line3.change(color:"silver")

star3Line4 is Rectangle(width:5,height:40)
star3Line4.change(color:"silver")


car is Image(path:"/image/redCarSide.png",width:270,height:90)


carLocation is Point(x:550,y:400)
car.moveto(location:carLocation)

greeno is Image(path:"/image/greeno.png")

greenoLocation is Point(x:0,y:300)
greeno.moveto(location: greenoLocation)

streetLocation is Point(x:0,y:400)
street.moveto(location:streetLocation)

streetLineLocation is Point(x:0,y:460)
streetLine.moveto(location:streetLineLocation)

starsLocation is Point(x:200,y:50)
stars2Location is Point(x:400,y:50)
stars3Location is Point(x:600,y:50)
```

```
starLine1.moveto(location:starsLocation)
starLine2.moveto(location:starsLocation)
starLine3.moveto(location:starsLocation)
starLine4.moveto(location:starsLocation)

star2Line1.moveto(location:stars2Location)
star2Line2.moveto(location:stars2Location)
star2Line3.moveto(location:stars2Location)
star2Line4.moveto(location:stars2Location)

star3Line1.moveto(location:stars3Location)
star3Line2.moveto(location:stars3Location)
star3Line3.moveto(location:stars3Location)
star3Line4.moveto(location:stars3Location)

starLine2.rotate(direction:"right",angle:90)
starLine3.rotate(direction:"right",angle:45)
starLine4.rotate(direction:"left",angle:45)

star2Line2.rotate(direction:"right",angle:90)
star2Line3.rotate(direction:"right",angle:45)
star2Line4.rotate(direction:"left",angle:45)

star3Line2.rotate(direction:"right",angle:90)
star3Line3.rotate(direction:"right",angle:45)
star3Line4.rotate(direction:"left",angle:45)

column1Location is Point(x:600,y:200)
column1.moveto(location:column1Location)

column2Location is Point(x:450,y:200)
column2.moveto(location:column2Location)

column3Location is Point(x:300,y:200)
column3.moveto(location:column3Location)

column4Location is Point(x:150,y:200)
column4.moveto(location:column4Location)

lamp1Location is Point(x:578,y:130)
lamp1.moveto(location:lamp1Location)

lamp2Location is Point(x:427,y:130)
lamp2.moveto(location:lamp2Location)
```

```
lamp3Location is Point(x:275,y:130)
lamp3.moveto(location:lamp3Location)

lamp4Location is Point(x:125,y:130)
lamp4.moveto(location:lamp4Location)

carLocation1 is Point(x:450,y:400)
car.moveto(location:carLocation1,time:1)
Program.waitHere(time:0.5)
lamp2.change(color:"yellow")

carLocation2 is Point(x:250,y:400)
car.moveto(location:carLocation2,time:1)
Program.waitHere(time:0.5)
lamp3.change(color:"yellow")

greenoLocation2 is Point(x:0,y:420)
greeno.moveto(location:greenoLocation2,time:4)
brake is Sound(path:"/sound/breakCar.wav")
brake.play()

carLocation3 is Point(x:158,y:400)
car.moveto(location:carLocation3,time:1)
Program.waitHere(time:0.5)
lamp4.change(color:"yellow")
carLocation4 is Point(x:100,y:400)
car.moveto(location:carLocation4,time:1)
```