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# -*- coding: cp1252 -*-
from graphics import *

class Car():
    def __init__(self, wheel1, radio1, wheel2, radio2, alto):
        self.tire_circle = Circle(wheel1, radio1)
        self.wheel_circle = Circle(wheel1, 0.6*radio1)
        self.tire_circle2 = Circle(wheel2, radio2)
        self.wheel_circle2 = Circle(wheel2, 0.6*radio2)
        self.rect = Rectangle( Point( 10,10), Point(140, 10+alto ) )
    def draw(self, win):
        self.rect.draw( new_win )
        self.tire_circle.draw(win)
        self.wheel_circle.draw(win)
        self.tire_circle2.draw(win)
        self.wheel_circle2.draw(win)

    def set_color(self, wheel_color, tire_color, body_color):
        self.tire_circle.setFill(tire_color)
        self.wheel_circle.setFill(wheel_color)
        self.tire_circle2.setFill(tire_color)
        self.wheel_circle2.setFill(wheel_color)
        self.rect.setFill( body_color )
    def move(self, dx, dy):
        self.tire_circle.move(dx, dy)
        self.wheel_circle.move(dx, dy)
        self.tire_circle2.move(dx, dy)
        self.wheel_circle2.move(dx, dy)
        self.rect.move(dx, dy)
    def animate(self, win, dx, dy, n):
        if n > 0:
            self.move(dx, dy)
            win.after(100, self.animate, win, dx, dy, n-1)

new_win = GraphWin('A Car by Cris', 700, 300)
# create a car object
# 1st wheel centered at 50,50 with radius 15
# 2nd wheel centered at 100,50 with radius 15
# rectangle with a height of 40

car1 = Car(Point(50, 50), 15, Point(100, 50), 15, 40)
car1.set_color('black', 'grey', 'pink')
car1.draw( new_win )
# color the wheels grey with black tires, and the body pink

# make the car move on the screen

car1.animate(new_win, 1, 0, 400)
new_win.mainloop()

```