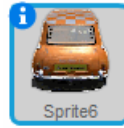
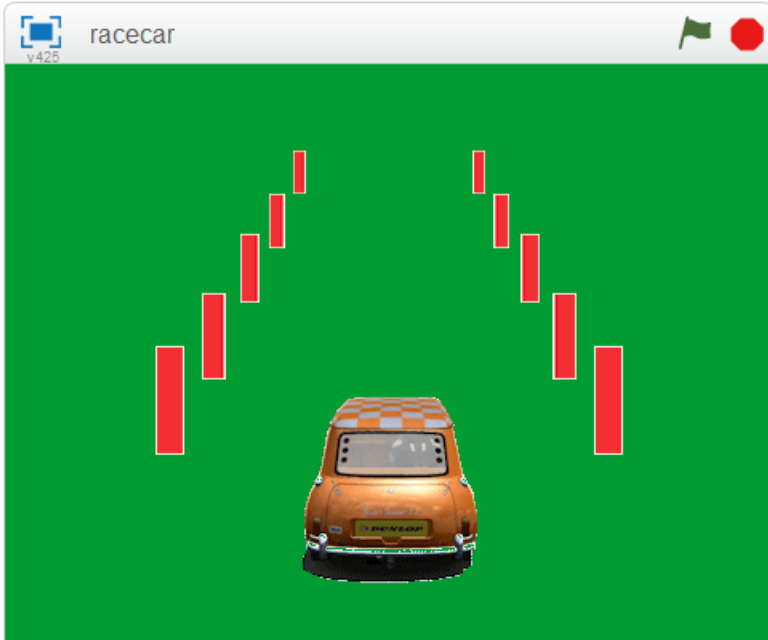


# Race\_Car



```
when green flag clicked
  go to x: 0 y: -85
  set speed to 5
  forever loop
    if key right arrow pressed? then
      change x by speed
    if key left arrow pressed? then
      change x by speed * -1
    if touching Sprite1? then
      say Crash!!!! for 2 secs
      stop all
```



Five sprite posts of differing width.

```
when green flag clicked
  go to x: 0 y: 113
  set pace to 1
  forever loop
    change x by pace
    if abs of x position > 100 then
      set pace to pace * -1
```

Highest and narrowest apart.

```
when green flag clicked
  go to x: 0 y: -30
  set pace to 1
  set delay to .2
  wait delay * 4 secs
  forever loop
    change x by pace
    if abs of x position > 100 then
      set pace to pace * -1
```

Lowest and widest apart.

The top sprite of the posts moves first. There is a time delay for the subsequent posts to move, separated by a 1 sec delay between each one. The last sprit to move has a 4 sec delay, as shown on the right.