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import java.applet.*;
import java.awt.*;

/*
 * Simple animation example
 *
 * written by mike slattery - aug 2002
 */

public class Driving extends Applet implements Runnable {

  Thread anim = null;  // animation thread
  int cx, cy;          // car's coordinates
  int state = RIGHT;   // car's direction
  static final int RIGHT = 0;
  static final int LEFT = 1;
  static final int UP = 2;
  static final int DOWN = 3;

  public void init() {

        System.out.println("init() called");
        // Set starting position of car
        cx = 140; cy = 140;
  }

  public void start() {

        System.out.println("start() called");

        anim = new Thread(this);
        anim.start();
  }

  public void paint(Graphics g) {

    System.out.println("paint() called");

    // Draw a black background
    g.setColor(Color.black);
    g.fillRect(0,0,500,400);

    // Draw some buildings
    g.setColor(Color.gray);
    g.fillRect(50,50,80,80);
    g.fillRect(180,50,80,80);
    g.fillRect(50,180,80,80);
    g.fillRect(180,180,80,80);

    // Draw a car
    g.setColor(Color.red);
    g.fillRect(cx,cy,30,30);
  }

  public void run() {

    System.out.println("run() called");

    while (anim != null)
    {
      switch (state) {
        case RIGHT:     cx += 2;
                        if (cx >= 270)
                                state = UP;
                        break;
        case UP:        cy -= 2;
                        if (cy <= 10)
                                state = LEFT;
                        break;
        case LEFT:      cx -= 2;
                        if (cx <= 140)
                                state = DOWN;
                        break;
        case DOWN:      cy += 2;
                        if (cy >= 140)
                                state = RIGHT;
                        break;
      }
      repaint();
      try {
        Thread.sleep(40);
      } catch (InterruptedException e) {}
    }
  }

  public void stop() {

    System.out.println("stop() called");

    anim = null;  // stop animation thread
  }
}
```