

## ISS1 Lecture 4: Objects and arrays

1. Modify Snake so that it remembers the past 100 mouse positions and uses colour instead of grayscale.
2. Modify Snake so that the trail doesn't disappear when the mouse stops moving.
3. Modify OneThousandCars so that the size of the car is also defined by constructor parameters.
4. Modify OneThousandCars so that the cars look more like cars.
5. Modify One ThousandCars so that if a car is in the same position as the mouse, it explodes (or at least disappears).
6. Modify OneThousandCars so that the cars don't bump into each other.