

*/*This is an external file which has the constructor for a new object Rcar. We'll use it to make the enemy cars. Rcar is a Sprite object and has inherited all the properties (methods and variables) of the Sprite class. It has one method of its own, rcar.turn(), which will make give a random direction for the Rcar object if that method is called .*

Save this file as crimeCars.js in the same directory with the main file and link it to that./*

```
function Rcar()
{
rcar = new Sprite(scene, "rogueCar.png", 45,25);
rcar.setSpeed(5);
rcar.setPosition(100,500);

rcar.turn = function()
{
var newDir;
newDir = (Math.random()* 10 -5);
if (newDir <= -4.9)
{
newDir = 90;
}

if (newDir >= 4.9)
{
newDir = -90;
}
else
{
newDir = 0
}
this.changeAngleBy(newDir);
}

return rcar;
}
```