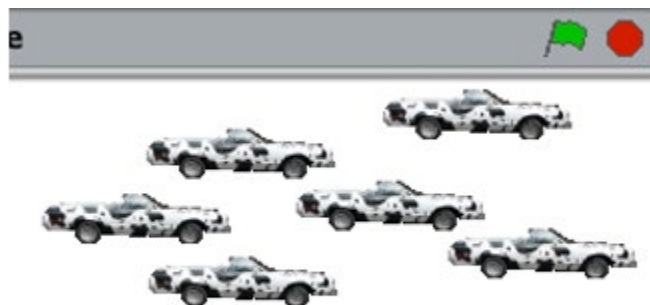


EC #2: Cow-Catcher; a simple game... Worth up to 25 points (Due December 9 by midnight, PST via email)

To obtain credit for this question, do the following:

1. Enhance the above program to randomly place six cars randomly on the stage
2. During the next 3 seconds
  - a. Record the number of cars that were clicked
  - b. When a car is clicked remove it from the stage
3. At the end of the three seconds output the number of cars clicked



Notes:

- Only six of the ten cars are shown, i.e., only a small part of the stage is shown.
- Same caveat (from extra credit 1) applies to using Java instead of Scratch