1. Which lines of code reset the pictures?

   Picture1.Left = 120
   Picture2.Left = 120

2. Which lines of code display the tally?

   Label1.Caption = CarWins
   Label2.Caption = PlaneWins

3. Why are both timers disabled when one object crosses the line?

   Otherwise the other object keeps moving.

4. There is a logical flaw. If a user keeps clicking on the Start button after one object has won, then it restarts the other object. It also increments the tally of wins incorrectly. How could you fix this?

   Disable the Start button after the timers are enabled. Re-enable the Start button after they are disabled.

5. Why is the value 120 used to increment the Left property of the objects? How could you make them go faster or slower?

   120 is an arbitrary value selected to give the appearance of movement. You can experiment with larger (faster) and smaller (slower) values.