model	
RaceCourse -size:int -identificationCard:int -name:String -nameHorseBet:String -betAmount:double +Bet(int,String,String,double) +getIdentificationCard():int +setIdentificationCard(int):void +getName(String):String +setName(String):String +setNameHorseBet():String) +setNameHorseBet(String):void +getBetAmount():double +setBetAmount():double	
+RaceCourse() +addHorse(HorseRider):void +game():Queue +sizeQueue():boolean +remach():Queue HorseRider -nameJinete:String -nameHorse:String -track:int +HorseRider(String,String,int) +getNameJinete():String +setNameJinete(String):void +netNameHorse():String	
+getNameJinete():String +setNameHorse():String +getNameHorse():String +setNameHorse(String):void +getTrack():int +setTrack(int):void	