**Car Race**

**Outcome:**

* **Student will demonstrate the ability to generate random numbers**
* **Student will demonstrate the ability to use a switch statement with cases**
* **Student will demonstrate the ability to use loop structures**
* **Student will demonstrate the ability to create program logic**
* **Student will demonstrate the ability to produce nicely formatted output**

**Program Specifications:**

**You will design a simulated car race. The race will consist of three cars: car A, car B, and car C.**

**Your program will show the cars (the letters A, B, and C) moving across the screen toward the finish line. The finish line will be shown on the screen at all times during the race. Your program will randomly move each car (between 1 and 3 spaces) at randomly selected intervals. The race ends when a car moves 80 spaces. After the race ends, you will display the results:**

**First Place: carX**

**Second Place: carX**

**Third Place: carX**

**After displaying the results, the program will ask the user if he or she wishes to run another race.**

**Submission Requirements:**

You must follow the rules from the first assignment.

**YOU MUST:**

* **Use functions for as much of the code as possible**
* **Turn in a design tool**
* **Have a switch statement**
* **Use the random number functions**

**YOU CANNOT:**

* **Use global variables**
* **Use the word goto**
* **Use the break command outside a case statement**