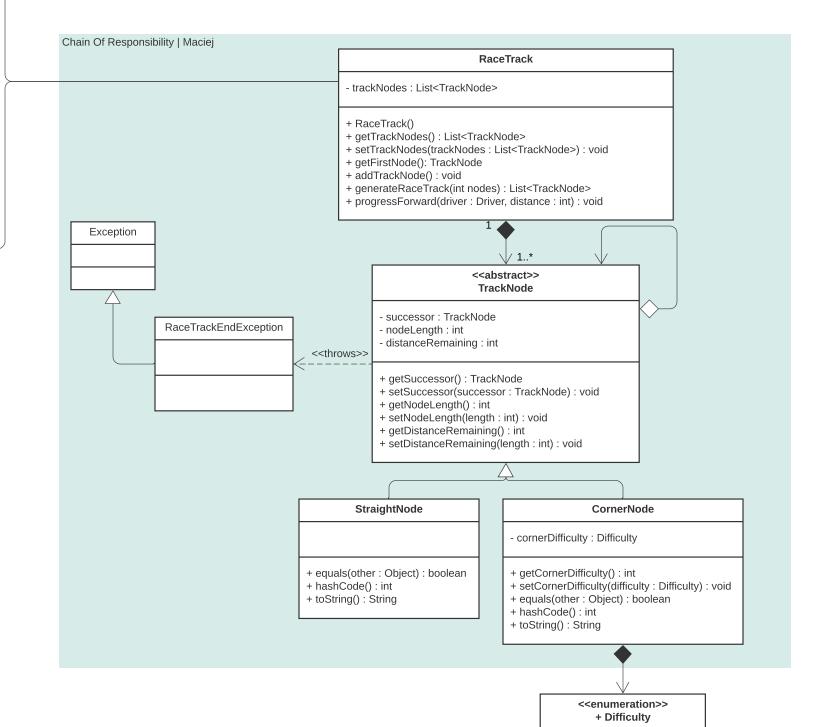
<<abstract>> Racing

- driver : Driver - car : Car
- raceTrack : RaceTrackraceEvent : RaceEventstraightDistance : intcornerDistance : int
- position : int
- currentNode : TrackNode
- + Racing(driver : Driver, car : Car, raceEvent :
- RaceEvent)
- + getRaceTrack() : RaceTrack
- + setRaceTrack(raceTrack : RaceTrack) : void
- + getDriver() : Car
- + setDriver(driver : Driver) : void
- + getCar() : Car
- + setCar(car : Car) : void
- + getRaceEvent() : RaceEvent
- + setRaceEvent(raceEvent : RaceEvent) : void
- + getStraightDistance() : int
- + setStraightDistance(distance : int) : void
- + getCornerDistance(): int
- + setCornerDistance(distance : int) : void
- + getPosition() : int
- + setPosition(position : int) : void
- + getCurrentNode() : TrackNode
- + setCurrentNode(trackNode : TrackNode) : void
- + <abs> rollDriverState() : void
- + rollStraightDistance(): void
- + rollCornerDistance() : void
- + <abs> crash(car : Čar) : void

RaceEvent

- eventName : String
- raceTrack : RaceTrack
- drivers : DriverInventorytimeElapsed : int
- grandPrize : int
- + RaceEvent()
- + getRaceTrack() : RaceTrack
- + setRaceTrack(raceTrack : RaceTrack) : void
- + getDrivers() : DriverInventory
- + addDriver(driver : Driver) : void
- + removeDriver(driver : Driver) : void
- + getTimeElapsed() : int
- + setTimeElapsed(timeElapsed : int) : void
- + incrementTimeElapsed() : void
- + getGrandPrize() : int
- + setGrandPrize(prize : int) : void
- + getEventName() : String
- + setEventName(name : String) : void
- + stepAllDrivers() : void + performRace() : void
- + isFinished(): boolean
- + getParticipants(): List<Player>
- + equals(other : Object) : boolean
- + hashCode(): int + toString(): String



EASY MEDIUM HARD - difficulty : int

Difficulty(difficulty: int)+ getDifficulty(): int+ toString(): String