# Lab 6 – Sprint 1 Review

Team Member Contributions:

* Riley Mahr: Simulation driver, file input handling.
* Andrew Krill: Console input handling
* Philip Sauvey: Run and IND run classes, UML
* Fue Her: Racer class, execute method on chronotimer, test cases
* Isaac Kadera: Chronotimer class

Features Demonstrated

* File and console input – fully functional
* Run, IND run – fully functional
* START, STOP – fully functional
* Adding and removing racers – fully functional
* New run, end run – partly functional, need graceful end when called while racer is still running
* Print – partly functional, will implement through simulator rather than handle as part of chronotimer class
* Exit on simulator is not implemented
* Sensors – partly functional, will reevaluate class construction
* Timing – functional
* Swap – not working