```python
In [ ]: class Car:
            def __init__(self, name, pos):
                self.name = name
                self.position = pos
                self.speed = 0

            def move(self):
                self.position = self.position + self.speed

            def accelrate(self, acceleration):
                self.speed += acceleration

            def brake(self, acceleration):
                self.speed -= acceleration

            def print_info(self):
                print("==============")
                print("Showing info for car: ", self.name)
                print("Car's position is: ", self.position)
                print("Car's speed is: ", self.speed)
```

```python
In [ ]: cars = []
        cars.append(Car("Talisman", 0))
        cars.append(Car("Mustang", 0))
        cars.append(Car("BMW X3", 0))
```

```python
In [ ]: cars[0].accelrate(4)
        cars[1].accelrate(7)
        cars[2].accelrate(5)
        end = 100
        finished = False
```

```python
In [4]: while not finished:
            for car in cars:
                car.move()
                if car.position >= end:
                    print("Race is finished")
                    car.print_info()
                    finished = True
                    break
```

```
Race is finished
==============
Showing info for car:  Mustang
Car's position is:  105
Car's speed is:  7
```

```
In [ ]:
```