Analytic report:  
  
Class: RaceAnimal (base class).  
Class Race: creates Hare and Tortoise.  
- Sub classes: Hare, Tortoise.  
  
RaceAnimal manages the track and the game while Hare and Tortoise has the laws and rules for each one along side their probabilities and “Move()” values.  
RaceAnimal=  
Make a Forloop printing the track  
  
ChangePos Checks Where the position is and add new ‘steps’ to it. And if the new position is out of bound it error handles it through forcing it to go back to the end.  
  
Thread sleep is something I learnt which delays the output (in ms).