Name: Jie Mei Student ID: 300364433

I am confirming that I have completed this lab completely based on the requirements and it is working and fully functional.

## Screenshots:

```
while(true)
{
    try {
        tortoiseDistance += tortoiseNextAction(random);
        hareDistance += hareNextAction(random);
        if( tortoiseDistance < 1 ) tortoiseDistance = 1;</pre>
        if( hareDistance < 1 ) hareDistance = 1;</pre>
        if( tortoiseDistance > hareDistance )
            System.out.println(x: moveDistance(distance: hareDistance).concat(str: "H").
                    concat( str: moveDistance(tortoiseDistance-hareDistance)).concat( str: "T"));
        }
        else if( hareDistance > tortoiseDistance )
            System.out.println(x: moveDistance(distance: tortoiseDistance).concat(str: "T").
                   concat( str: moveDistance(hareDistance - tortoiseDistance)).concat( str: "H"));
        }
        else
        {
            System.out.println(x:moveDistance(distance:tortoiseDistance).concat(str:"TH"));
        time++;
        Thread.sleep( millis: 0);
        if(hareDistance >= END && tortoiseDistance >= END)
            System.out.println(x:"It's a tie.");
            System.out.printf( format: "TIME ELAPSED = %d seconds", args:time);
          else if(hareDistance >= END)
              System.out.println(x:"Hare Wins. Yuch.");
              System.out.printf(format: "TIME ELAPSED = %d seconds", args:time);
              break;
          else if(tortoiseDistance >= END)
              System.out.println(x:"TORTOISE WINS!!! YAY!!!");
              System.out.printf( format: "TIME ELAPSED = %d seconds\n", args:time);
              break:
     } catch (InterruptedException e) {
          throw new RuntimeException(cause:e);
```

```
// tortoise move rule
public static int tortoiseNextAction(Random random)
{
   int rd = random.nextInt(origin:1, bound:11);

   if( rd >= 1 && rd <= 5 ) // Fast plod
   {
      return 3;
   }
   else if( rd >= 6 && rd <= 7 ) // Slip
   {
      return -6;
   }
   else // Slow plod
   {
      return 1;
   }
}</pre>
```

```
// hare move rule
public static int hareNextAction(Random random)
    int rd = random.nextInt( origin: 1, bound: 11);
    if ( rd >= 1 && rd <= 2 ) // Sleep</pre>
        return 0;
    else if ( rd >= 3 && rd <= 4 ) // Big hop
        return 9;
    else if ( rd == 5 ) // Big slip
        return -12;
    else if ( rd >= 6 && rd <= 8 ) // Small hop
        return 1;
    else
    {
        return 2; // Small slip
```

```
public static String moveDistance(int distance)
{
    String s = "";
    for(int i = 0 ; i < distance ; i++)
    {
        s = s.concat(str:" ");
    }
    return s;
}</pre>
```

## Outputs: run: BANG !!!!! AND THEY'RE OFF !!!!! HΤ Н Т Т Н нт Т Н Т Н л ТН Т Т Н Н Н Т Н т т Н Н Н Т Н Т Н H H Т Т Т Н Т Н Н Т Н Т Т Н T T Н Н Н Т Н Т Н Н

TIME ELAPSED = 28 secondsBUILD SUCCESSFUL (total time: 0 seconds)

Hare Wins. Yuch.

