## <<Vehicle>> RaceTrack ITAS 185 Project 03 Class Diagram Matthias De Gisi - model: str - name: str - colour: str - length: int - speed: float - race is won: bool - position: float - animation list: list - acceleration change: list + get name(): str - weight\_values: tuple + get length(): int - init (): None + print track(): None + set position(): None + get race is won(): bool + set speed(): None + set race is won(): None +get model(): str + print champions(): None + find\_champions(): list + get colour: str + get\_speed(): float + animation(): None + get position(): float + get position int(): int + move(): None -<accelerate(): None - <<get\_icon()>>: None - \_\_repr\_\_(): str -\_\_lt\_\_(): bool - \_\_str\_\_(): str Motorcycle Truck Tesla - model: str - model: str - model: str - colour: str - colour: str - colour: str - speed: float - speed: float - speed: float - position: float - position: float - position: float - accel: float - is diesel: bool - is two motor: bool - init (): None - init (): None - init (): None - accelerate(): None - accelerate(): None - accelerate(): None - get icon(): str - get icon(): str - get icon(): str - \_\_repr\_\_(): str - repr (): str - repr :() str - \_\_str\_\_(): str - str (): str - str (): str