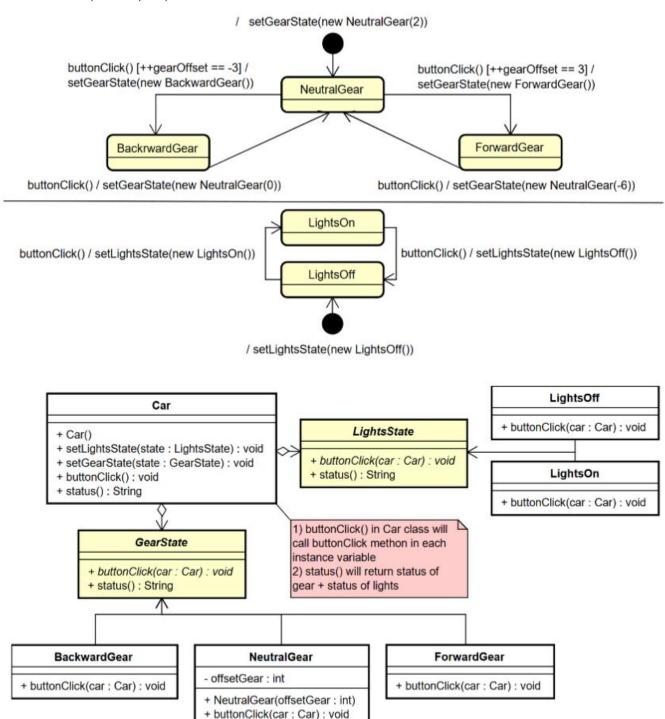
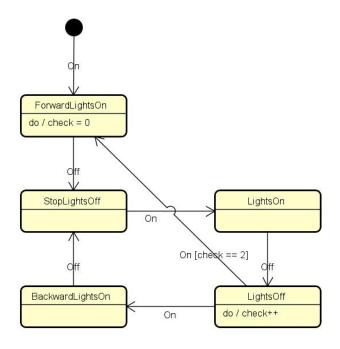
Select a version (A - F) from the following pages – and implement Billys Car following the Statemachine diagram and the class diagram exactly as it is

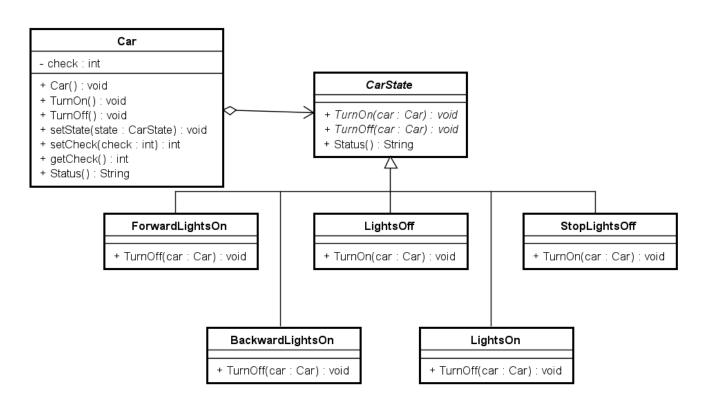
If it cannot be implemented exactly like the diagrams, then specify (very precise) what is missing and send this to the group providing the diagrams.

#### Version A (Group 5)

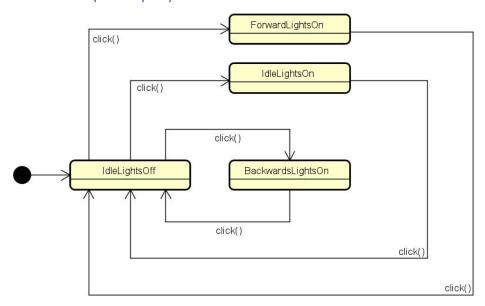


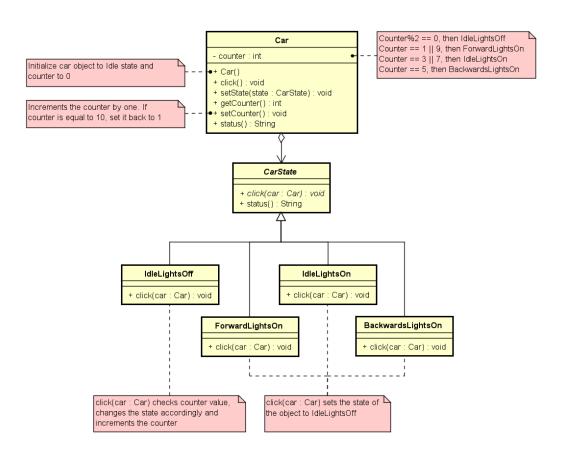
## Version B (Group 3)



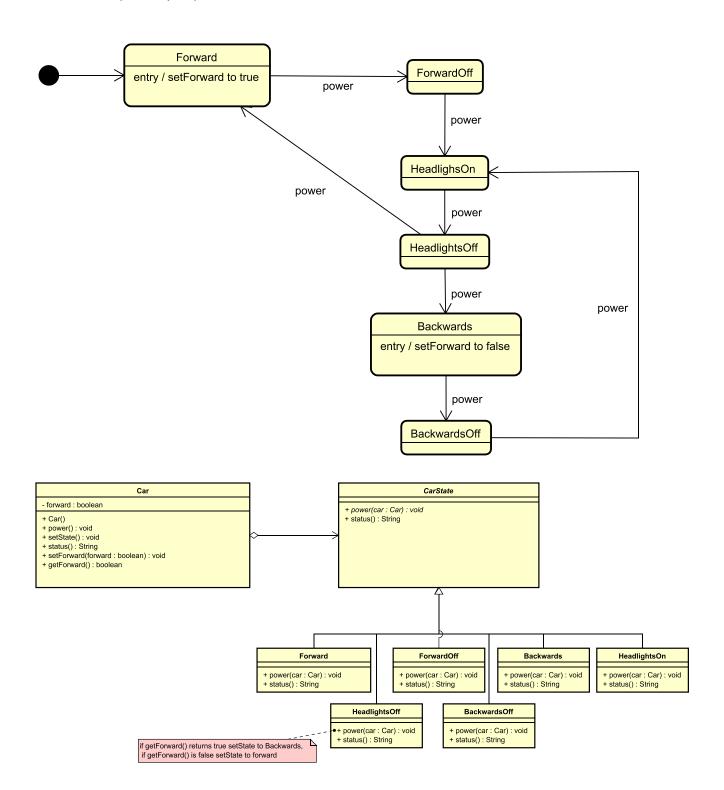


### Version C (Group 1)



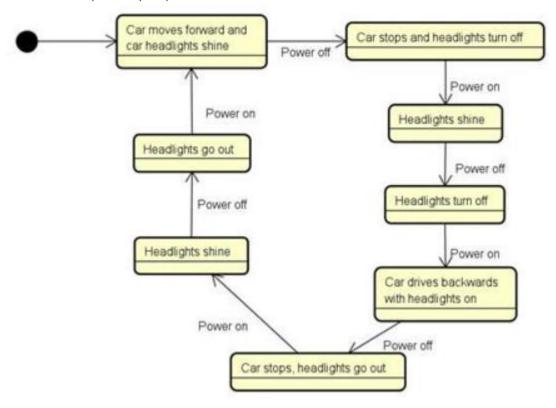


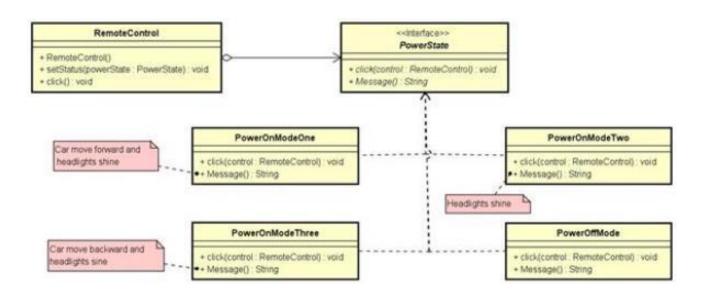
### Version D (Group 9)



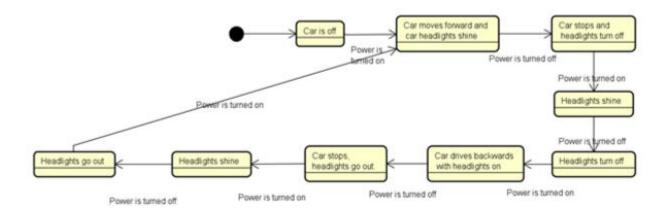
#### Version E (Group 7) MoveBackwardAndLightsOn Click / car stpps Click [n%4==2] / n++ / n=0 Lights off Click [n%4==0] / n++ Click Tear stops Click Click [n%2 == 1]/n++ MoveForwardAndLightsOn LightsOn Constructor-> n=0 and setStatus to LightsOff in click method if current state is LightsOff ->n++ Car -n:int CarState + Car() In every state except + click(car : Car) : void + click(): void LightsOff when click + setStatus(state : CarState) : void + status(): String method is called the + status(): String setStatus= LightsOff + getN(): int MoveForwardLightsOn MoveBackwardsLightsOn + click(car: Car) void + click(car: Car): void LightsOff LightsOn + click(car : Car) : void + click(car : Car) : void

#### Version F (Group 6)

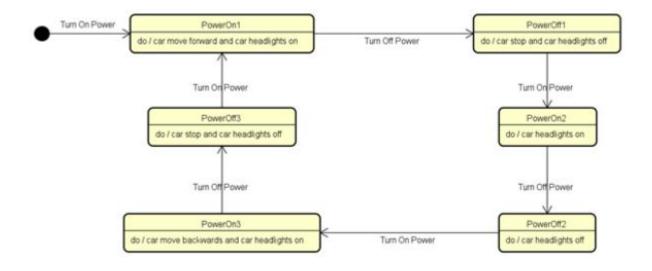


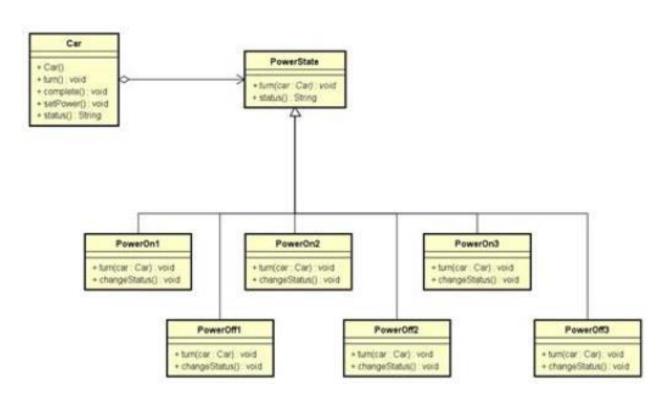


## Version G (Group 2)



### Version H (Group 4)





## Version I (Group 8)

