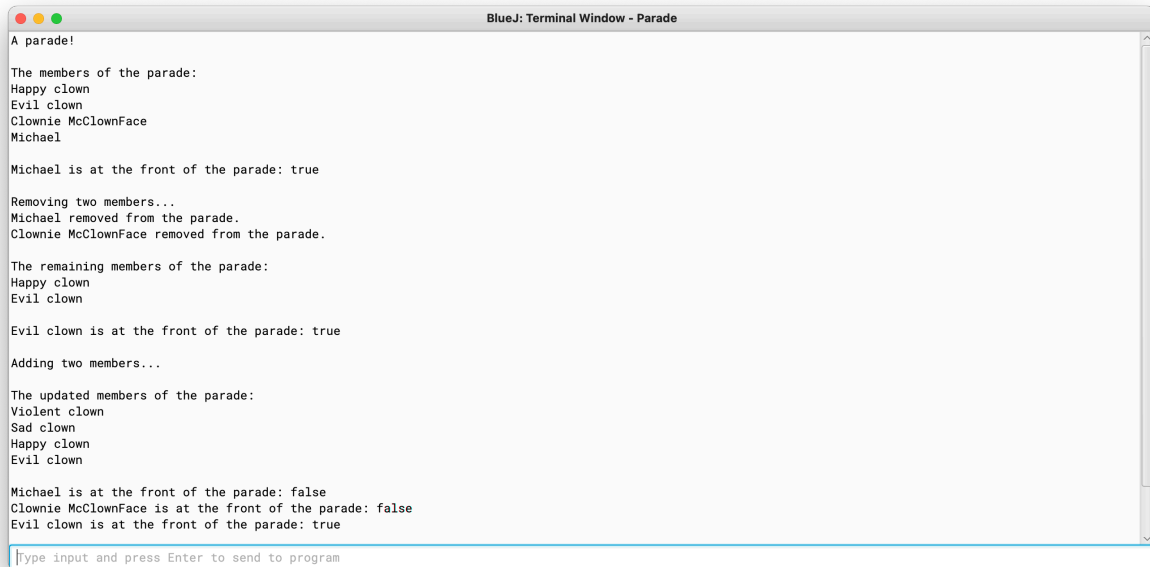


# Parade Test Exhibits

Run as submitted exhibit:



```
BlueJ: Terminal Window - Parade

A parade!

The members of the parade:
Happy clown
Evil clown
Clownie McClownFace
Michael

Michael is at the front of the parade: true

Removing two members...
Michael removed from the parade.
Clownie McClownFace removed from the parade.

The remaining members of the parade:
Happy clown
Evil clown

Evil clown is at the front of the parade: true

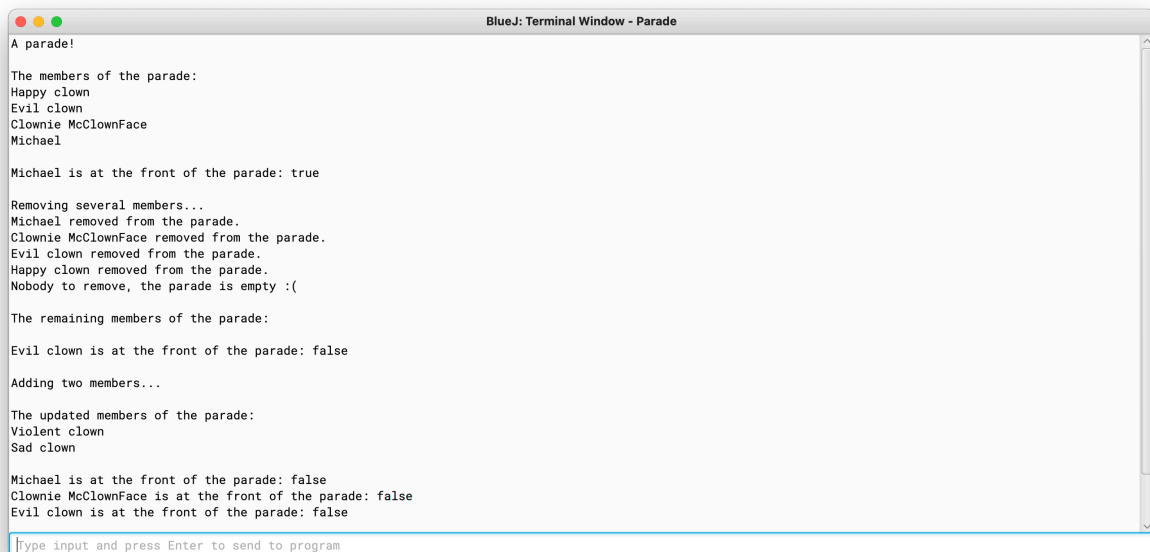
Adding two members...

The updated members of the parade:
Violent clown
Sad clown
Happy clown
Evil clown

Michael is at the front of the parade: false
Clownie McClownFace is at the front of the parade: false
Evil clown is at the front of the parade: true

Type input and press Enter to send to program
```

Attempt to remove when parade is empty exhibit (I had to change the code to run):



```
BlueJ: Terminal Window - Parade

A parade!

The members of the parade:
Happy clown
Evil clown
Clownie McClownFace
Michael

Michael is at the front of the parade: true

Removing several members...
Michael removed from the parade.
Clownie McClownFace removed from the parade.
Evil clown removed from the parade.
Happy clown removed from the parade.
Nobody to remove, the parade is empty :(

The remaining members of the parade:

Evil clown is at the front of the parade: false

Adding two members...

The updated members of the parade:
Violent clown
Sad clown

Michael is at the front of the parade: false
Clownie McClownFace is at the front of the parade: false
Evil clown is at the front of the parade: false

Type input and press Enter to send to program
```