Description:

Design a Race Game Car Management System (RGCMS) in Java. RGCMS is a tool tailored for enthusiasts of virtual racing games to organize and manage their collection of cars within the game. Example system provides essential features such as:

1. Storage for virtual race cars
2. Ability to add a new car to the collection
3. Ability to remove a car from the collection
4. Ability to display all cars in the collection

RGCMS Structure:

The following Classes will be used:

1. Car - representing a virtual race car, with attributes like car name, manufacturer, top speed, acceleration, etc.

2. RGCMS - Race Game Car Management System, containing methods for managing cars.

3. RGCMSTester - a class for testing the functionalities of RGCMS.