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Horse Race Reflection

For this homework assignment I used a Horse class that held all the characteristics of each horse in the race. This class is where the name, initial speed, slow speed, and position of the horse was initialized. This is also where I constructed the main display and run methods. For the strategies of the horses, I decided to split them up into their own classes that extended from the Horse class. Here, I was able to use all the attributes of each horse to do the computation for each separate strategy. The “main” function of the program was in a separate package called raceTests, along with the rest of my actual JUnit Tests. This made testing the code a very simple process because I was able to run the tests on the main function but could still access all of my other classes by simply importing them.