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Homework 2 Design Decisions

The strategy is ultimately set in the Horse class, and can later be changed through a Horse method called *setStrategy()*. The hierarchy of my strategy involved an interface called *Strategy*, which is implemented by three classes called *EarlySprint, SteadyRun, and SlowStart*. In each *Horse* class, one of these strategies is chosen as a data member of the *Horse* class, and takes care of “moving” the horse around the track. The other classes I will need is simply a *Race* class in addition to the *Horse, EarlySprint, SteadyRun, SlowStart, Strategy,* and *Main* classes. I put the control loop for the race inside the *Race* class, specifically its *runRace()*. With regards to managing the horses, I use an array because it was stated in the homework assignment’s instructions that there would be exactly 5 horses in the race.