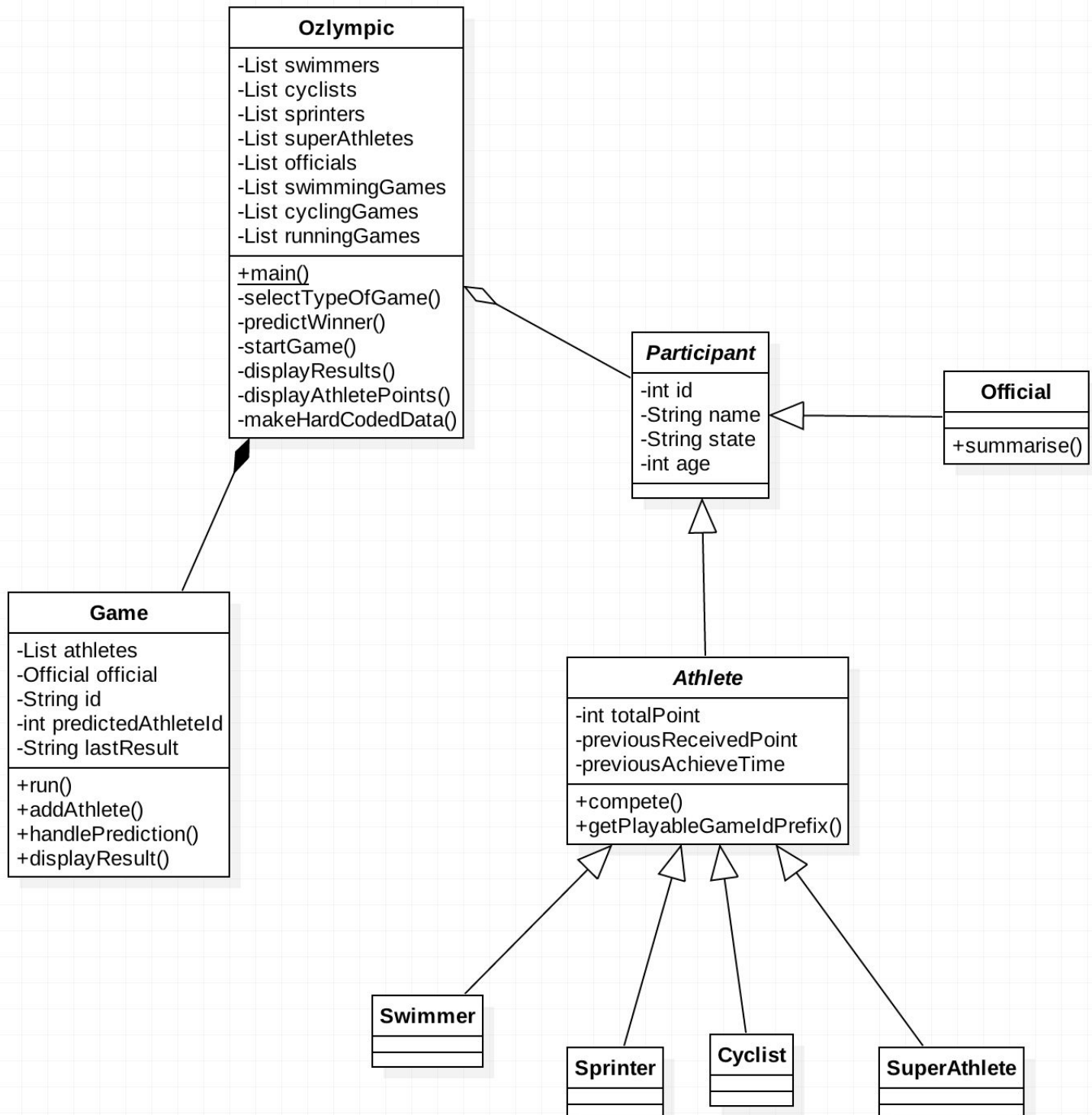


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Design



_ All games and participants will be loaded from given texts as hard coded data.

_ Participant and Athlete classes are abstract so they cannot be instantiated.

_ The program maintains a game by first letting the user select a game, which is loaded from hard coded text as mentioned above. Then, the user will choose to run the game. At this time, all athletes joining the game will

call **compete()** method to randomly generate the time they finish a game. After that, the user will predict a winner and the official will summarise by sorting and giving points to top 3 athletes. Finally, the result of the game is printed along with a message telling whether the user's prediction is right or wrong.

_ When user choose an athlete as a prediction, the time that athlete used to finish the game will be compared with that of the first place athlete. If they are equal, the prediction is right. Otherwise, it is wrong.

Github link:

<https://github.com/VinhHungNguyen/advance-programming-a1>