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| Behaviour  Our program should handle | Input Example  When it receives | Output Example  It should return |
| Pressing the next button should advance the picture of the right hand side of a car to the next in the sequence |  |  |
| Pressing the next button at the end of the sequence removes the last car and leaves a blank space |  |  |
| Pressing the next button at the start of the sequence or after the blank at the end of the sequence causes the sequence to start from the beginning |  |  |