**Cesar Santiago**

**Advanced Computer Programming**

**Project 3**

**User’s Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning.
2. The submission includes:
   1. Horserace directory
      1. Driver.java
      2. FinishLine.java
      3. Horse.java
      4. HorseRenderer.java
      5. Main.java
   2. UsersManual.docx (this file)
   3. UML\_diagram
3. Environment: This program was acceptance tested on Windows.

**Running the program**

The submission comes with a batch file that should compile and run the existing program. The user will have some input options through a UI. These inputs come in the form of a menu bar with some options: Run the race - which will run the race once, Reset the race - which will reset the horses after a race has been run, and Exit - which will quit the program.

**Output**

The output will be in the form of images drawn on canvas on the screen that will move through the screen until they have reached the endpoint. At which point a prompt should rise up and give a number of the winning horse. This prompt can be dismissed and the race scan can run again.