

Horse Race Design Reflection

I chose to use three main classes in order to design this program: Horse, Race, and Strategy. The Strategy class is an interface that has three subclasses that implement it (EarlySprint, SteadyRun, SlowStart). The reason for using an interface was because I found it important to have similar method structure but different implementation purpose and an interface allowed for this the best. The Horse class uses an instance variable of Strategy, which allows for any objects of the three subclasses to be passed as arguments to the Horse constructor or its setStrategy method. Finally, the Race class adds instances of the Horse class and runs the actual race. This can be displayed on console in the Main class by setting the verbose flag to "true."

