JAVA's Class Diagram

javafx.application

C Application

C Main
- main()

C HorseRace
- △ endTime : long
- △ horseTracks : List<Canvas>
- △ isRaceInProgress : boolean
- △ lock : Lock
- △ startTime : long
- △ threads : List<Thread>
- □ NUM_HORSES : int

- getFormattedTimeInSeconds()
- getRandomNumber()
- launch()
- start()
- getButton()
- getButtonBar()
- getHorseTrack()
- interruptAllThreads()
- setWinner()
- showWinner()
- startRace()

java.lang

C Runnable

javafx.event

C EventHandler

C HorseRace.Animate
- △ LENGTH_OF_TRACK : int
- △ gc : GraphicsContext

- drawHorse()
- moveHorse()
- run()
- ▲ Animate()

winner

C HorseRace.StartHandler
- handle()

C HorseRace.ResetHandler
- handle()

C HorseRace.StopHandler
- handle()

horse

C Horse
- □ isWinner : boolean
- □ name : String
- □ positionX : int
- □ positionY : int

- awardWin()
- getName()
- getPositionX()
- getPositionY()
- isWinner()
- setPositionX()
- setPositionY()
- ▲ a Horse()