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**Data Structures and Algorithms II**

**Project 2**

**User's Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning on a computer with Java installed.
2. The submission includes:
   * UsersManual.docx (this file)
   * UMLDiagram.pdf
   * run.bat
   * Main.java
   * HorseRace.java
   * Horse.java
3. Environment: This program has been tested on a computer running Windows 10.
4. Compiling and running. This program includes a run.bat. At the command line in Windows, type run. This command will compile and run the application automatically.

How to use the program: The user will interact with the program through the three buttons located in the bottom left corner:

* The “Start Race” button will start the horse race and will remain inactive until the race concludes.
* The “Restart Race” button will restart the race at any point throughout the race erasing the progress the horses have made up until that point and place all the horses back at the start line.
* The “Exit” button will exit the application.

**Output:** The program interacts with the user through its graphical user interface (GUI). No interaction through the command line interface is needed.