Car - speed: int - color: String - start: char - end: char - tireStatus: boolean[] + getSpeed(void): int + setSpeed(int): void + getPath(void): Path + setPath(Path): void + getColor(void): String + setColor(String): void + checkTires(void): boolean[] + setTireStatus(boolean, int): void + advanceCar(void): void Path - stops: char[]

- pathLength: int

+ getCurPos(void): char+ setCurPos(char): void

+ getPathLength(void): char

Race - raceTime: long - raceCars: Car[] - racetrack: Path + getRaceTime(void): long + setRaceTime(long): void

+ checkCrashStatus(void): boolean

+ checkWinner(void): boolean

+ runRace(void): void

Could we just make Path class an array variable in Race?

Simulation