Carson Wilber
Advanced Computer Programming
Project 4
User's Manual

Setup and Compilation

1. Download and unzip the submission from eLearning.

2. The submission includes:

- HorseRace.java
- HorseProcess.java
- Horse.java
- UML-Initial.png
- UML-Final.png
- UsersManual.pdf (this file)
- compileAndRun.sh
- compileAndRun.bat

3. Environment: This program has been tested in the multi-platform lab and will run there.

4. Compiling and running: This program includes a `compileAndRun.bat` and `compileAndRun.sh`. At the Terminal in Linux or Mac or Command Prompt in Windows, type `./compileAndRun.sh` or `compileAndRun.bat`, respectively.

User input: use the Start Race button to begin the horse race; Reset Race to set all horses to the left side and pause the race; and Quit to wait for all threads to join and then close the program properly.

Output: Most output is visual. Alert windows will appear with race results. Information about each horse's position after each sleep cycle will be output to the terminal.