**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.