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Horse Race

CIT-111: Introduction to Programming Java

CCAC West Hills

- Description: My project simulates watching a horse race. The user gets a description of what each of three horses look like. Next, they pick a horse that they think will win the race. Finally, a random horse is chosen as the winner of the race.

- GitHub Link: https://github.com/connell318/cit111

- Ideas for future: did not have enough time to develop a betting system I wish I could have implemented.

Horse.java

```java
package finalproj;

import java.util.Scanner;
import java.util.Random;

/**
 *
 * @author ryan.connell
 */
class Horse {
// methods called in HorseLand
    boolean running;
    String breed;
    String height;
    String weight;
    String color;
    String name;

    public void raceStart() {
        running = true;
    }//close raceStart

    public void raceStop() {
        running = false;
    }//close raceStop
//calls an array to chose a random winner each race ran
    public String[] winner() {
        Random generate = new Random();
        String[] winner = {"Chestnut", "Apollo", "Lightning"};
        System.out.println(winner[generate.nextInt(3)]);
        return winner;
    }
}//close class
```

HorseLand.java

```java
public class HorseLand {

    public static void main(String[] args) {
        Scanner myScanner = new Scanner(System.in);
        // entered the info for each string
        Horse firstHorse;
        firstHorse = new Horse();
        firstHorse.name = "Chestnut";
        firstHorse.breed = "Thoroughbred";
        firstHorse.color = "Grey";
        firstHorse.height = "5.5ft";
        firstHorse.weight = "1000 lbs";

        Horse secondHorse = new Horse();
        secondHorse = new Horse();
        secondHorse.name = "Apollo";
        secondHorse.breed = "Friesian";
        secondHorse.color = "Black";
        secondHorse.height = "5.1ft";
        secondHorse.weight = "1300 lbs";

        Horse thirdHorse = new Horse();
        thirdHorse = new Horse();
        thirdHorse.name = "Lightning";
        thirdHorse.breed = "Cleveland Bay";
        thirdHorse.color = "brown and white";
        thirdHorse.height = "5.3ft";
        thirdHorse.weight = "1400 lbs";

        System.out.println("Hello! There are only three horses racing today!");
        //prints out discrption for each horse
        System.out.println("*********************");
        System.out.println("Name: " + firstHorse.name);
        System.out.println("Breed: " + firstHorse.breed);
        System.out.println("Color: " + firstHorse.color);
        System.out.println("Height: " + firstHorse.height);
        System.out.println("Weight: " + firstHorse.weight);
        System.out.println("*********************");
        //horse two

        System.out.println("Name: " + secondHorse.name);
        System.out.println("Breed: " + secondHorse.breed);
        System.out.println("Color: " + secondHorse.color);
        System.out.println("Height: " + secondHorse.height);
        System.out.println("Weight: " + secondHorse.weight);
        System.out.println("*********************");

        //horse three
        System.out.println("Name: " + thirdHorse.name);
        System.out.println("Breed: " + thirdHorse.breed);
        System.out.println("Color: " + thirdHorse.color);
        System.out.println("Height: " + thirdHorse.height);
        System.out.println("Weight: " + thirdHorse.weight);
        System.out.println("*********************");
        //gives an if else to let the user chose what horse they want
        System.out.println("What horse do you choose 1,2, or 3?");
        int place = 0;
        place = myScanner.nextInt();
        if (place == 1) {
            System.out.println("Okay, Chestnut it is!");
        } else {

        } //close method
        if (place == 2) {
            System.out.println("Okay, Apollo it is!");
        } else {
        } //close method
        if (place == 3) {
            System.out.println("Okay, Lightning it is!");
        } else {

        } //close method
        //calls the array to give the random winner of the race
        System.out.println("And the winner is ");
        firstHorse.winner();

    }//close main
}//close class
```