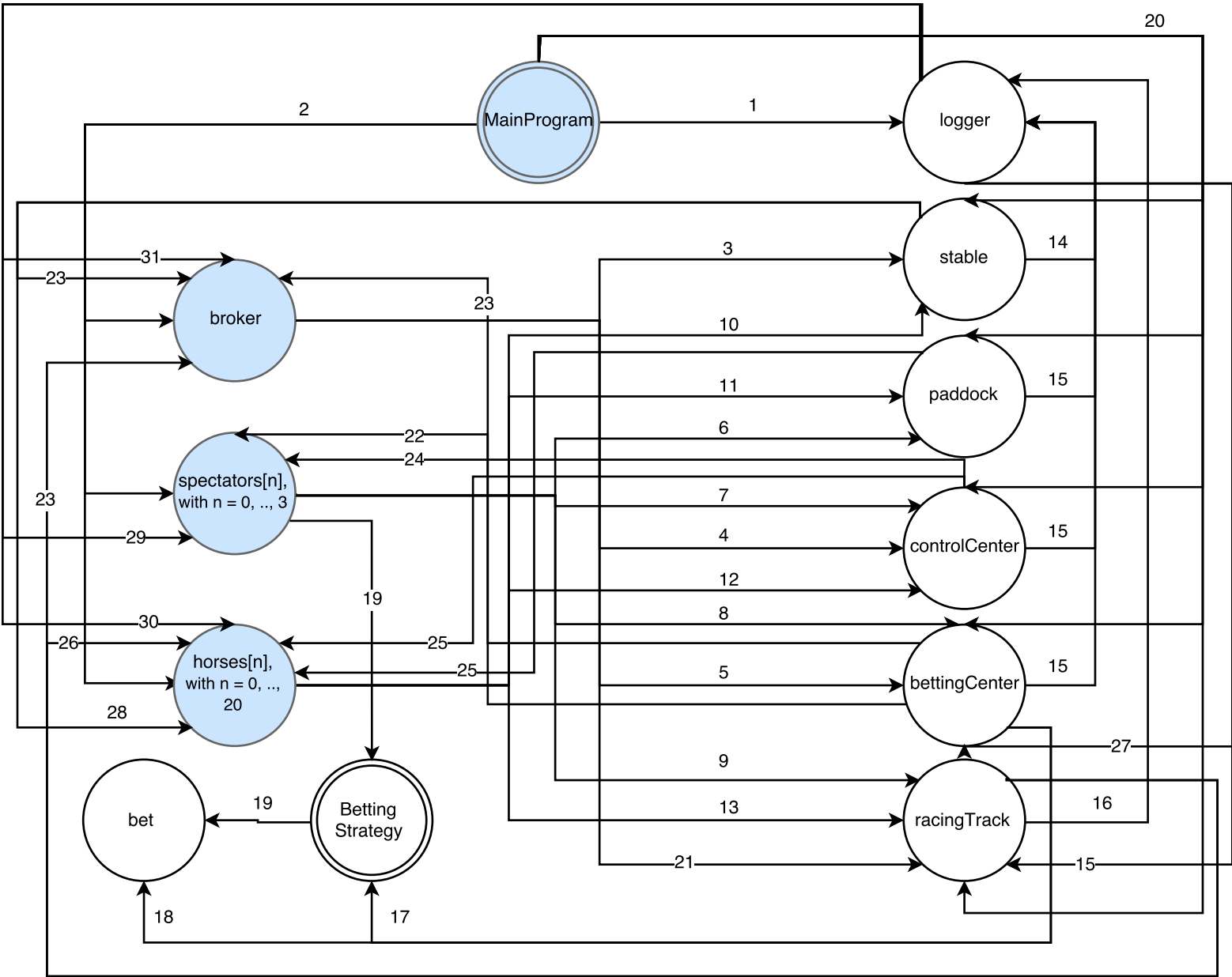


Interaction diagram



```

1 - inst, initStateLog, printHeaderLog
2 - inst, start, join
3 - setRaceNumber,
summonHorsesToPaddock,
entertainTheGuests
4 - summonHorsesToPaddock,
startTheRace, reportResult,
areThereAnyWinners,
honourTheBets, endRaces
5 - acceptTheBets,
getSpectatorBetList, honourTheBets
6 - goCheckHorses
7 - waitForNextRace,
goWatchTheRace, haveWon,
collectTheGains, relaxABit
8 - placeTheBet,
getSpectatorBetList, collectTheGains
9 - getHorsesInRace,
goWatchTheRace, getTheWinners,
spectatorEndRace

```

```

10 - proceedToStable, horseOutOfStable
11 - proceedToPaddock,
proceedToStartLine, horseOutOfStartLine
12 - proceedToPaddock,
horseOutOfPaddock, atTheFinishLine,
horseEndedRace
13 - addHorseToRace,
proceedToStartLine,
hasFinishedLineBeenCrossed,
makeAMove, atTheFinishLine
14 - printLog
15 - getTrackDistance,
checkAllHorsesFinished, getAllAgilities,
getHorseTrackPosition
16 - printLog, printRaceLog
17 - applyStrategy
18 - inst, getSpectatorID, getMoney
19 - inst
20 - inst, setLogger

```

```

21 - calculateTrackDistance,
startRace, endRace, getTheWinners,
clearRacePositions
22 - setSpectatorState
23 - setBrokerState
24 - setSpectatorState
25 - setHorseState
26 - getId, addDistance, addIteration,
getHorseState, setHorseState,
getAgility
27 - getSpectatorBetSelection,
getSpectatorBetAmount
28 - setHorseState, getRaceNumber
29 - getId, getSpectatorState,
getMoney
30 - getId, getRaceNumber,
getHorseState, getAgility,
getNumberOfIterations, getDistance
31 - getRaceNumber, getBrokerState

```