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**Advanced Computer Programming**

**Project 3**

**User's Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning
2. The submission includes:

* User Manual.doc(this file)
* UML
* AcpP3.java
* FXMLDocumentController.java
* FXMLDocument,fxml
* batch file (batForJava11)
* horse1.jpg
* horse2.jpg
* horse3.jpg
* horse4.jpg
* horse5.jpg

1. Environment: This program was written in Java 11, on netbeans11

**Running the program.**

1. Add the jpegs into an images folder
2. Click run
3. Watch horses run
4. Click reset, get the result and then race again
5. Click quit to quit

**User input**: You will need to choose the options on the tabs to either race, rest, or quit. To get the result box of the last race press reset.

**Output:** All output goes to the GUI.