```csharp
1  using System.Collections;
2  using System.Collections.Generic;
3  using UnityEngine;
4
5  public class CarPositions : MonoBehaviour
6  {
7      public GameObject Slot1;
8      public GameObject Slot2;
9      public GameObject Slot3;
10     public GameObject Slot4;
11     public GameObject Slot5;
12     public GameObject Slot6;
13     public GameObject Slot7;
14     public GameObject Slot8;
15
16     public GameObject Stats;
17
18     public int AICarNumber;
19     public bool Player;
20     private int Pos;
21
22     // Start is called before the first frame update
23     void Start()
24     {
25         if(AICarNumber == 1)
26          {
27              Pos = FinishLineAI.AICar1FinishPosition;
28          }
29          if (AICarNumber == 2)
30          {
31              Pos = FinishLineAI.AICar2FinishPosition;
32          }
33          if (AICarNumber == 3)
34          {
35              Pos = FinishLineAI.AICar3FinishPosition;
```

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36                }
37            if (AICarNumber == 4)
38            {
39                    Pos = FinishLineAI.AICar4FinishPosition;
40            }
41            if (AICarNumber == 5)
42            {
43                    Pos = FinishLineAI.AICar5FinishPosition;
44            }
45            if (AICarNumber == 6)
46            {
47                    Pos = FinishLineAI.AICar6FinishPosition;
48            }
49            if (AICarNumber == 7)
50            {
51                    Pos = FinishLineAI.AICar7FinishPosition;
52            }
53            if (Player == true)
54            {
55                    Pos = FinishLine.PlayerFinishPosition;
56            }
57        }
58
59        // Update is called once per frame
60        void Update()
61        {
62            if(Pos == 0)
63            {
64                    Stats.SetActive(false);
65            }
66            if(Pos == 1)
67            {
68                    Stats.transform.position = Slot1.transform.position;
69            }
70            if (Pos == 2)
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```
71              {
72                  Stats.transform.position = Slot2.transform.position;
73              }
74          if (Pos == 3)
75              {
76                  Stats.transform.position = Slot3.transform.position;
77              }
78          if (Pos == 4)
79              {
80                  Stats.transform.position = Slot4.transform.position;
81              }
82          if (Pos == 5)
83              {
84                  Stats.transform.position = Slot5.transform.position;
85              }
86          if (Pos == 6)
87              {
88                  Stats.transform.position = Slot6.transform.position;
89              }
90          if (Pos == 7)
91              {
92                  Stats.transform.position = Slot7.transform.position;
93              }
94          if (Pos == 8)
95              {
96                  Stats.transform.position = Slot8.transform.position;
97              }
98      }
99  }
100
```