

## **PRACTICE 4: Inheritance, interfaces and exceptions**

**Try out different configurations of maximum speeds, and check that the fastest vehicle always wins. If motorcycles and trucks maximum speeds stay as in part 1, what is the least maximum-speed for cars to win the race?**

The same as the motorcycle, that means 9. Because there is a 90% of probabilities that it does not slow down, so it can win the race.

### **Explanation of our power up of part 4:**

For this section we had to change the interface we were given. We have changed the method `public void applyPowerUp(IVehicle v)` for `public void applyPowerUp(Vehicle v)` as we did not know really well how to use the `IVehicle`.

The power up we have used is the Dash. It adds 20 to the position where the vehicle is.

# UML Diagram:

