function StopWatch(){

this.milli = 0;

this.startTime = 0;

this.stat = 0;

}

StopWatch.prototype.start = function(){

if (this.stat === 0) {

this.startTime = Date.now();

this.stat = 1;

}

return this;

}

StopWatch.prototype.stop = function(){

if (this.stat === 1) {

this.milli += Date.now() - this.startTime;

this.stat = 0;

}

return this;

}

StopWatch.prototype.log = function(){

if (this.stat === 0) {

console.log(this.milli);

} else {

console.log(this.milli + Date.now() - this.startTime);

}

}

function Racer(){

this.sw = new StopWatch();

Racer.all.push(this);

}

Racer.all = [];

Racer.all.start = function(){

for (var i = 0; i < Racer.all.length; i++) {

Racer.all[i].start();

}

}

Racer.getWinner = function(){

var winner = Racer.all[0];

for (var i = 0; i < Racer.all.length; i++) {

var time = Racer.all[i].sw.milli

if (time < winner.sw.milli) {

winner = Racer.all[i]

}

}

return winner;

}

Racer.prototype.start = function(){

return this.sw.start();

}

Racer.prototype.stop = function(){

return this.sw.stop();

}

var a = new Racer();

var b = new Racer();

var c = new Racer();

console.log(Racer.all);

console.log(Racer.all[0] === a);

Racer.all.start();

setTimeout(function(){

a.stop().log()

}, 0);

setTimeout(function(){

b.stop().log()

}, 200);

setTimeout(function(){

c.stop().log()

}, 400);

setTimeout(function(){

console.log(Racer.getWinner() === a)

}, 500);