# CS225L Lab 09: Javafx - Racer

**Lab Activities**

Racer Game Requirements:

1. The program shall have the race be 100 units long.
2. The program shall have 4 racers in the race.
3. Racer1 shall move randomly either 4 or 8 units per turn.
4. Racer2 shall move randomly 2 to 10 units per turn.
5. Racer3 shall move randomly either
   1. A range from 0 to 10
   2. 7 \* cos(7)
6. Racer4 shall move spaces per turn but must move at least 1 unit. (Meaning that once the formula returns a value <1, force Racer4 to move 1)
7. The program shall get each racer a name.
   1. Racer 1’s name is Urza.
   2. Racer 2’s name is Fenix.
   3. Racer 3’s name is Drek.
   4. Racer 4’s name is Dijkstra.
8. The program shall end the race once 1 racer passes the ending point.
9. The program shall use Javafx to represent each racers name and current location each turn.
10. The program shall use Javafx to tell who won the race.

Lab 09 Requirements:

1. The program shall use Class called Racer1 which extends GenericRacer to handle Racer1.
2. The program shall use Class called Racer2 which extends GenericRacer to handle Racer2.
3. The program shall use Class called Racer3 which extends GenericRacer to handle Racer3.
4. The program shall use Class called Racer4 which extends GenericRacer to handle Racer4.
5. The program shall get each racer a name.
6. The program shall use an array of type GenericRacer handle the race.

Given these requirements, build the racing game using the java files given.