## Aquivalence classes

1. Switch to next player no car crashed
2. Switch to next player more than one car crashed
3. Get winner when no car passed finish line
4. Get winner when one car passed finish line
5. Get winner when two cars passed finish line
6. Car moves to a free track position
7. Car crashes to wall
8. Car crashes to another running car
9. Car crashes to another crashed car
10. Get winner all autos except one crashed
11. Car passes finish line in correct way
12. Car passes finish line in wrong way