## Aquivalence classes

1. Switch to next player no car crashed
2. Switch to next player more than one car crashed
3. Car moves to a free track position
4. Car crashes into wall
5. Car crashes into another running car
6. Car crashes into car that's on moving path
7. Car crashes to another crashed car
8. Get winner all autos except one crashed
9. Car passes finish line in correct way
10. Car passes finish line in wrong way