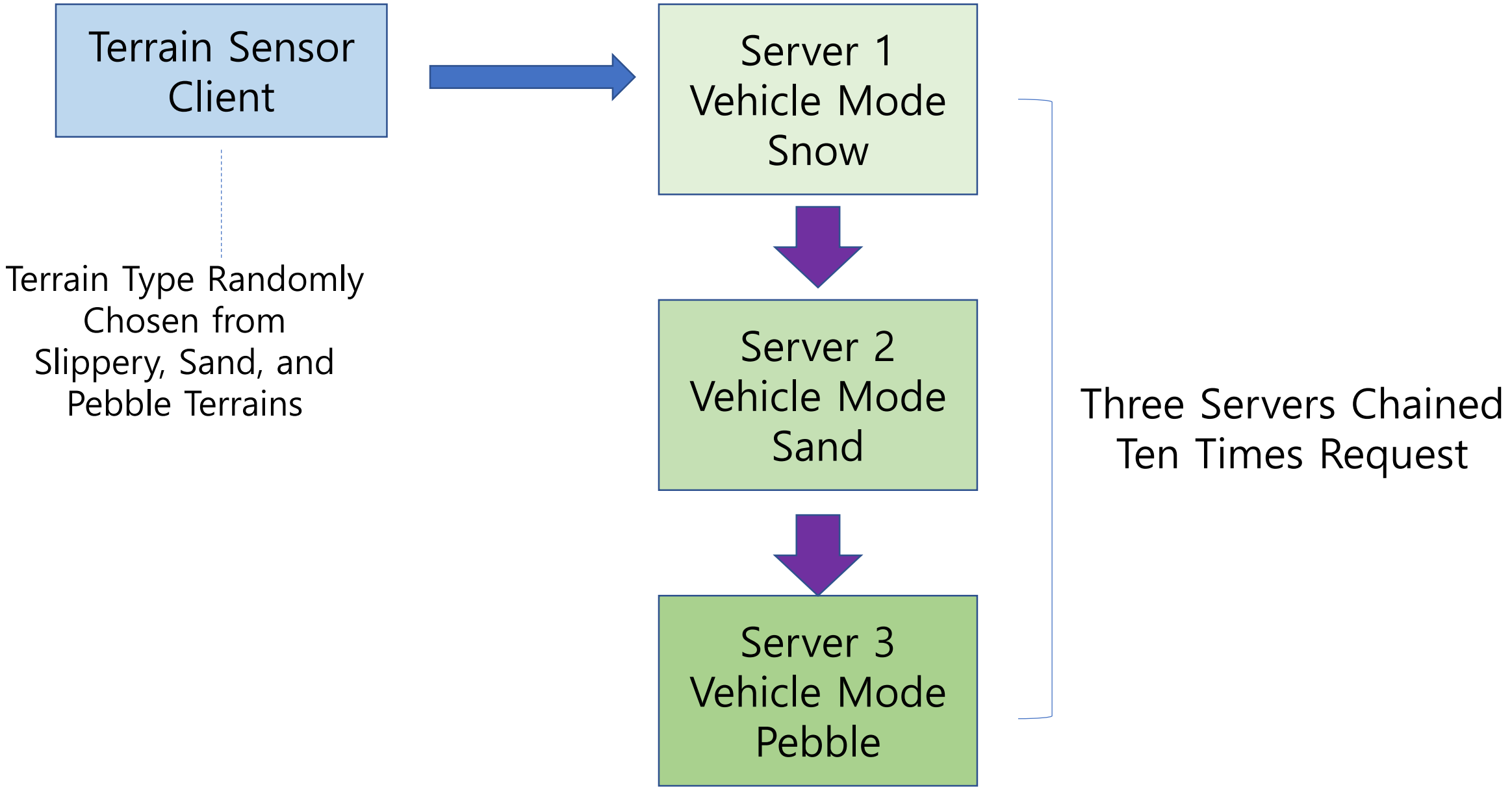
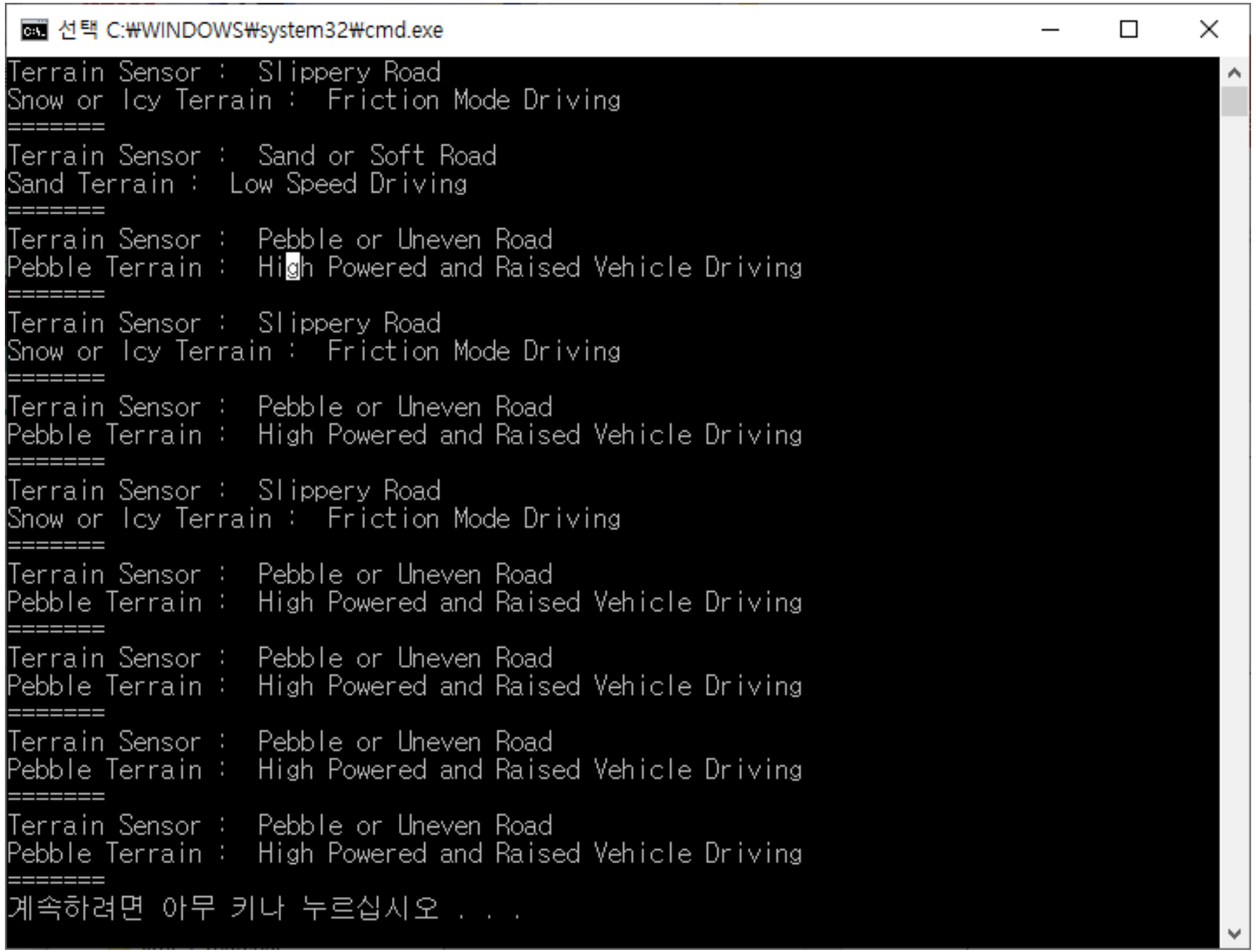
Program Test Draft 1
Based on
Chain of Responsibility

Program complexity may be increased in the next draft.
Prepare the test in advance.
Test will be on any day without notice.


Terrain Sensor Client
Terrain Type Randomly Chosen from Slippery, Sand, and Pebble Terrains
Server 1 Vehicle Mode Snow
Server 2 Vehicle Mode Sand
Server 3 Vehicle Mode Pebble
Three Servers Chained Ten Times Request


선택 C:₩WINDOWS₩system32₩cmd.exe
Terrain Sensor : Slippery Road
Snow or Icy Terrain : Friction Mode Driving
=======
Terrain Sensor : Sand or Soft Road
Sand Terrain : Low Speed Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
Terrain Sensor : Slippery Road
Snow or Icy Terrain : Friction Mode Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
Terrain Sensor : Slippery Road
Snow or Icy Terrain : Friction Mode Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
Terrain Sensor : Pebble or Uneven Road
Pebble Terrain : High Powered and Raised Vehicle Driving
=======
계속하려면 아무 키나 누르십시오 . . .

Use of Random Number

https://www.educative.io/edpresso/how-to-generate-random-numbers-in-java

```
import java.util.Random;
class GenerateRandom {
    public static void main( String args[] ) {
      Random rand = new Random(); //instance of random class
      int upperbound = 25;
        //generate random values from 0-24
      int int_random = rand.nextInt(upperbound);
      double double_random=rand.nextDouble();
      float float_random=rand.nextFloat();

      System.out.println("Random integer value from 0 to" + (upperbound-1) + " : "+ int_random);
      System.out.println("Random float value between 0.0 and 1.0 : "+float_random);
      System.out.println("Random double value between 0.0 and 1.0 : "+double_random);
    }
}
```