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//
// grandprix.swift
// Rally
//
//
    Created by Megha Mahna on 2019-10-22.
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//
import Foundation
class GrandPrix{
    static var count = 0
    var flag = true
    var participating_vehicles = [Vehicle]()
    func add(vehicle: Vehicle){
        participating_vehicles.append(vehicle)
        if GrandPrix.count >= 40{
            vehicle.refill()
        }
    }
    func check() -> Bool{
        for item in participating vehicles{
            if item.isTwoWheeled(){
                flag = false
            }
        }
            return flag
    func run(turn: Int) -> String{
        var winning_participants = [Vehicle]()
        guard check() else{
            print("Not Grand Prix")
            return " "
        }
        GrandPrix.count += turn
        for item in participating_vehicles{
            item.charge_level -= turn
            if item.charge_level > 0{
                winning_participants.append(item)
            }
        if winning_participants.isEmpty{
            print("All the vehicles failed to finish the rally")
        }
```

```
else{
    var best = winning_participants[0]
    for item in winning_participants{
        if item.better(otherVehicle: best){
            best = item
        }
        print(" The Winner of the grand Prix is \((best) "))
        }
        return " "
    }
}
```