Looney Tunes Horse Race

UML Class Diagrams

Form1

- random: Random
- pictureBoxes []: PictureBox
- controller: Controller

- horses []: Horse
- raceOver: bool
- winnerName: string

- pictureBox: PictureBox: PictureBox
- random: Random
- pictureBox: PictureBox
- random: Random
- finishLine: int

+ Form1()
- button1_Click()
- timer1_Tick()

+ RestartRace()
+ Race()

- name: string
- pictureBox: PictureBox
- random: Random
- finishLine: int

+ Horse (string name, PictureBox pictureBox, Random random, int finishLine)
+ Move()
+ Restart()
+ CheckIsWinner()

Note, you will need to add CONSTANTS and Properties as needed for your solution to the problem.