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TAD

Horse rider		
• Horse rider´s name • Horse´s name • Track		
Inv: 1 ≤ Track ≤ 10		
Primitive Operations		
• CreateHorseRider:		→ HorseRider
• AddHorseRiderName:	HorseRider x String	→ HorseRider
• AddHorseName:	HorseRider x String	→ HorseRider
• GetHorseRiderName:	HorseRider	→ String
• GetHorseName:	HorseRider	→ String
• GetTrack:	HorseRider	→ Integer

Bettor		
• NIT • Name • HorseRider • Amount		
Inv • HorseRider ≠ NULL • Amount > 0		
Primitive Operations		
• CreateBettor:		→ Bettor
• AddNIT:	Bettor x String	→ Bettor
• AddName:	Bettor x String	→ Bettor
• BetHorseRider:	Bettor x HorseRider	→ Bettor
• SetAmount:	Bettor x Double	→ Bettor
• Win:	String	→ Boolean