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| Track |
| +SIZE: int  - aTrack: Car[] |
| + Track()  + display(): void  + getTrack(): Car[]  + isWon(): boolean  # setLocation(Car, int): void |

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| ArcticTrack |
| - anArctic: SUV[]  - rng: Random |
| + ArcticTrack()  + makeBlizzard(boolean): boolean |

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| DesertTrack |
| - aDesertTrack: Sports[]  - rng: Random |
| + DesertTrack()  + makeHeatWave(boolean): boolean  has - a |

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| SUV |
| - consumptionRate: int  - normMoveDistance: int  -awdMoveDistance: int |
| + SUV()  + moveAWD(boolean, boolean): int  + move(boolean, boolean): int |