Time Racer Simulator Race - time: LocalTime - ready: Queue<Racer> - command: String - bib: int - format: DateTimeFormatter - start: Time - running: Queue<Racer> - power: boolean - finished: Queue<Racer> - finish: Time - cur_race: Race - channels: Channel [] - total: Time - type: String + Time(): void - finished: List<Race> - dnf: boolean - autoNum: int + Time(LocalTime): void - timeOffset: Time + Time(String): void - offsetPos: boolean + printTime(): String + Racer(int bib): void + Race(): void - log: Logger + add(Time): Time + start(Time): int + setType(String): void - stdin: Scanner + main(String[]): void + finish(Time): int + addReady(Racer): boolean + difference(Time): Time + isRacing(): boolean + getReadyRacers(): Queue<Racer> + getCurrentRacers(): Queue<Racer> + isBefore(Time): boolean + dnf(): int + start(): void + getFinishedRacers(): + getTime(): LocalTime + didNotFinish(): - readFromConsole(): Queue<Racer> boolean void + getStart(): Time + dnf(Racer): int - readFromFile(): void + getFinish(): Time + cancel(Racer): void - parse(String[]): int + start(Time time): void + getName(): int - power(): void + netTntal(). Time + finish(Time): void - exit(): void + end(): void - reset(): void - print(): void - conn(String, String): void - num(String): void - time(String): void n * - trig(String, Time): void - tog(String): void Channel - event(String): void - newrun(): void - state: boolean - sensor: String 8 + Channel(): void + conn(String): void + toggle(): void + getState(): boolean