**Ashley Curtis**

**Advanced Computer Programming**

**Project 3**

**User's Manual**

**Setup and Compilation**

1. Download and unzip the submission from eLearning
2. The submission includes:

* User Manual.doc
* P3
* P3.java
* FXMLDocumentController.java
* FXMLDocument,fxml
* horses(folder)
  + horse.jpg

1. Environment: This program was written in Java 11, on netbeans11

**Running the program.**

1. Click run
2. Horses will move to the finish line
3. Click run to get the results(after the race is finished)
4. Click reset, Horses moves to the Starting line
5. Click quit, Window closes

**User input**: You will need to choose the options displayed on the window to either run, reset, or quit the program. You will need to click run again to display the alert dialog after the race is finished.

**Output:** Clicking run will start the race for the horses. Clicking run again after the horses finish the race will display the Champion of the race. Clicking reset will reset all the horses to the starting line. Clicking quit will exit the program.