### <<Vehicle>>

- \_\_model: str
- colour: str
- speed: float
- \_\_position: float
- + init (model: str, colour: str)
- + \_\_repr\_\_() -> str
- + str () -> str
- + get model() -> str
- + get colour() -> str
- + get speed() -> float
- + get\_position() ->float
- + get icon() -> (abstract)
- +get position int() -> int
- + set speed(value: float)
- + set position(value: float)
- + move()
- + accelerate()

#### Racetrack

- name: str
- length: int
- current round: int
- \_\_race\_vehicles: list
- + \_\_init\_\_(race\_vehicles: list, name: str, length: int)
- + \_\_str\_\_() -> str
- + get name() -> str
- + get length() -> int
- + current\_round -> int (getter/setter)
- + champion(winning vehicle: object) -> str

## Mercedes

- + init (model: str, colour: str)
- + str () -> str
- + accelerate()
- + get icon -> str
- + get position() -> float
- + get position int() -> int
- + move()

#### **BMW**

- is turbo: bool
- + \_\_init\_\_(model: str, colour: str, is\_turbo: bool)
- + \_\_str\_\_() -> str
- + accelerate()
- + get icon() -> str
- + get\_position() -> float
- + get\_position\_int() -> int
- + move()

# Bentley

- is two motor: bool
- + init (model: str, colour: str, is two motor: bool)
- + \_\_str\_\_() -> str
- + accelerate()
- + get\_icon() -> str
- + get\_position() -> float
- + get\_position\_int() -> int
- + move()