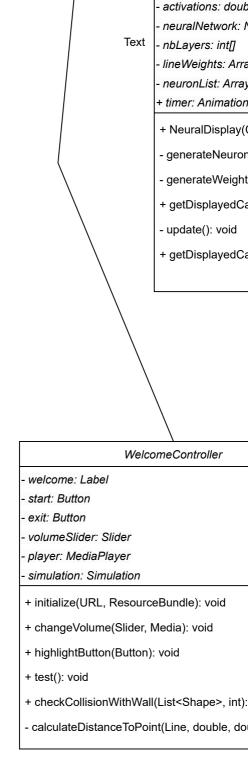
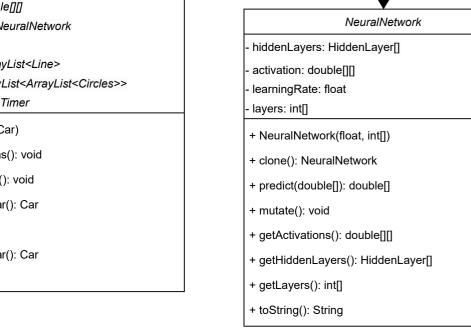
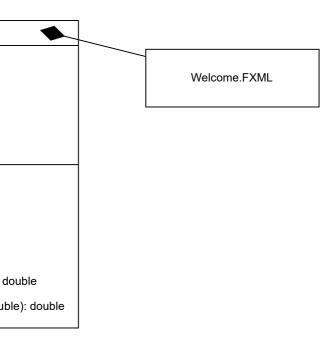


```
# carspeed: Textrield [0..1]
   # colorSalector: Rectangle [0..1]
   # deadCars: ArrayList<Car> [0..*]
          # exit: Button [0..1]
 # fitnessList: ArrayList<Integer> [0..*]
        # gen: TextField [0..1]
      # greenSlider: Label [0..1]
# intersections: ArrayList<Shape> [0..*]
          # lastCar: Car [0..1]
          # layers: int[] [0..*]
      # menuBar: MenuBar [0..1]
      # mutRate: TextField [0..1]
 # neuralDisplay: NeuralDisplay [0..1]
 # neuronsPerLayerLabel: Label [0..1]
# neuronsPerLayerTextField: TextField
                 [0..1]
       # noCars: TextField [0..1]
         # pause: boolean [1]
          # play: Button [0..1]
      # player: MediaPlayer [0..1]
    # recommended: Button [0..1]
        # redSlider: Label [0..1]
         # reset: Button [0..1]
       # root: BorderPane [0..1]
         # save: Button [0..1]
       # sliderBlue: Slider [0..1]
      # sliderGreen: Slider [0..1]
       # sliderRed: Slider [0..1]
         # start: Button [0..1]
   # started: BooleanProperty [0..1]
     # timer: AnimationTimer [0..1]
           # title: Label [0..1]
   # userInterface: GridPane [0..1]
      # volumeSlider: Slider [0..1]
# volumeSliderImage: ImageView [0..1]
            + addFitness()
           # applySettings()
calculateDistanceToPoint(sensor: Line,
     x: double, v: double); double
```







-calculateSensors Length()

- checkCarCollision

+ checkCollision With Wall(order: int, car: Car): double

-checklfAllCarsDead()

- checkMutate Value

-checkTextInputs(e: KeyEvent, select: TextField, noCars: TextField, mutRate: TextField, carSpeed: TextField, ang Velocity: TextField, save: Button, start: Button)

-checkTextInputsComma(e: KeyEvent, select: TextField, no Cars: TextField, mutRate: TextField, carSpeed: TextField, ang Velocity: TextField, save: Button, start: Button)

-checkTextInputsDecimal(e: KeyEvent, select: TextField, no Cars: TextField, mutRate: TextField, carSpeed: TextField, ang Velocity: TextField, save: Button, start: Button)

#draw()

+highlightButton(button: Button)

-moveCar()

- removeDeadCars()

- showAboutWindow()

-showAlert(title: String, content: String)

-showEndWindow()

-showNeuralDisplay(car: Car)