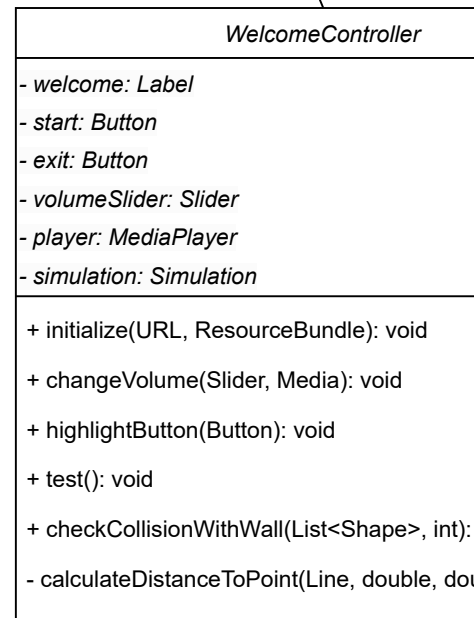
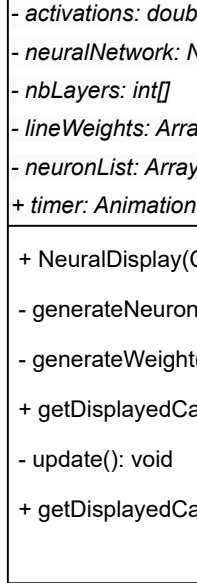


Text





-calculateSensors Length()

- checkCarCollision

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

-checkIfAllCarsDead()

- 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)

