

Steve Corya
nhorse (Ncurses Horse Race) – Project Outline

Ncurses is a C++ library for building TUI's. My project will implement a horse race program with an ncurses UI.

- Create a horse race program similar to the CSCI240 project
- Instead of printing new lines, the TUI version will overwrite previous output

```
1 | -----  
2 | -----  
3 | -----  
4 | -----  
5 | -----  
6 | -----
```

- Above is an example with six horses
- The user runs the program with a numeric argument (ex. ./nhorse 6)
- This program would benefit from three classes
 - Horse class to create an object for each horse
 - Track class to create a number of lanes to be filled by horses
 - Race class to tie the horse and track classes together and to start and stop the race

Steve Corya's hrtui 1.0

```
1|-----1-----|
2|-----2-----|
3|-----3-----|
4|-----4| Horse #4 is the winner!
```

^B begin race **^D** delete tallys **^E** exit

- This program implements a horse race with a pseudo-randomly determined winner
- Three different classes
 - The Horse class
 - Represents an entity within the race
 - Knows how far along the race track it is
 - At ~50% advances or not
 - The Main class
 - Handles ncurses (input/output)
 - Times the race
 - The Race class
 - Race like event and race like track
 - Produces output strings
 - Opens output file and logs output
- Use case(s)
 - Gambling halls
 - Fraternity houses
 - Indiana casinos
 - Entertainment
- Data design
 - Aforementioned classes
 - Horse, Race, and Driver
 - Output logs integers corresponding to winners
 - Logs can be deleted via main program