

Extra Credit #2 worth 25 points due on Monday, December 9, 2019 at 3:00 PM, PST

Enhance the `racinganimals.sb` program on the class website to measure the time it takes each sprite to run the race; be sure to modify the program to let both sprites cross the finish line, not just the fastest sprite. Next, automatically run the race three times, recording the time it takes each sprite to run each race and store this result into a local array.

After the races have been run, process the data to calculate the average, fastest and slowest time for each sprite and store these results into local variables each with the same names enumerated below:

Average:

Slowest Run:

Fastest Run:

Of course the sprite identifier will be prepended since these are local variables.

Finally, be sure that these variables, Average, Slowest Run, and Fastest Run are displayed on the stage for both sprites.