

```

<<interface>>
createAuto
+ buildAuto (String filename): void
+ printAuto (String modelName): void
  
```

implements

```

ModelSet
- modelSet: LinkedHashMap
  <<String, AutoMobile>>
+ addModel (auto): void
+ getModel (name): AutoMobile
+ getIterator(): ?
  
```

```

<<abstract>> ProxyAutoMobile
- modelSet: ModelSet
+ getAutoObject (String modelName): AutoMobile
+ printAll(): void
  
```

implements

```

<<interface>>
updateAuto
+ updateOptionSetName (String modelName, String optionName, String newName): void
+ updateOptionPrice (String modelName, String optionName, String optionPrice, float newPrice): void
  
```

implements

```

Util
+ buildAutoObject (filename, auto): void
+ serializeAuto (model, output): void
+ deserializeAuto (input): void
  
```

contains

```

AutoMobile
- name: String
- model: String
- options: ArrayList<OptionSet>
- basePrice: int
- make: String
- doie, ArrayList<OptionSet>
  
```

Build Auto

association

association

implements

```

<<interface>> FixAuto
+ fix (enum): void
  
```

```

Driver
  
```

```

OptionSet
- ArrayList<OptionSet>
- name
- currentChoice: Option
# getOptionChoice(): Option
# setOption (optionName): void
  
```

Note: Previous getter and setter are omitted here

Option (same as last time)

```

+ initializeOptions (size): void
+ getModel(): String
+ setModel (String): void
+ setName (String): void
+ updateOptionSetName (String, String): void
+ updateOptionPrice (String, String, float): void
+ print(): void
+ getOptionChoice (setName): String
+ getOptionChoicePrice (setName): int
+ setOptionChoice (setName, optionName): void
+ getTotalPrice(): int
  
```

```

Fix1To5
+ fixPriceMissing (auto)
+ fix MobileNameMissing (auto)
+ fixOptionSetNameFound (auto)
+ fixFileNameError (auto)
+ fixOptionNotFound (auto)
  
```

association

```

AutoException
- enum
- errorMsg
- fix1To5: Fix1To5
- AutoMobile: AutoMobile
- basePriceMissingEnum
- optionSetNameFoundEnum
- modelNameMissingEnum
- optionNotFoundEnum
+ fix (enum): void
+ printInfo(): void
  
```

omitted here

Note: only changed variables, functions and classes are shown in order to save space