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<<Interface>>
CreateAuto
+ build Auto (String filename): void
+ print Auto (String modelName): void
  
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<<Interface>>
UpdateAuto
+ update OptionSetName (String modelName, String optionName, String newName): void
+ update OptionPrice (String modelName, String optionName, float newPrice): void
  
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<<abstract>> ProxyAutoMobile
- auto: AutoMobile
+ get AutoObject (String modelName): AutoMobile
+ print All(): void
  
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Util
+ buildAutoObject (filename: auto): void
+ serializeAuto (model, output): void
+ deserializeAuto (input): void
  
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ModelSet
- modelSet: List<AutoMobile>
+ addModel (auto): void
+ getModel (name): AutoMobile
+ getIterator(): Iterator<AutoMobile>
  
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BuildAuto
  
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<<Interface>> FixAuto
+ fix (errno): void
  
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Driver
  
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AutoMobile
- name: String
- size: int
- opsets: OptionSet[]
- basePrice: int
+ print(): void
+ updateOptionPrice (optionName, price): void
+ updateOptionSetName (optionName, newName): void
+ addOptionSetAt (idx, name, size): void
+ addOptionAt (idx, name, price): void
+ updateOptionSet (name, newOpset): void
+ deleteOpsetAt (idx): void
+ findOptionSet (name): int
+ initializeOptions (int size): void
  
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OptionSet
- Option[] ops;
- name
- current Choice: Option
# getOptionChoice(): Option
# setOptions (optionName): void
  
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Option
  
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AutoException
- errno
- errMsg
- fixITS: FixITS
- Automobile: AutoMobile
- basePriceMissingErrno
- optionSetNameFoundErrno
- modelNameMissingErrno
- optionNotFoundErrno
+ fix (errno): void
+ printInfo(): void
  
```

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FixITS
+ fixPriceMissing (auto)
+ fix MobileNameMissing (auto)
+ fix OptionSetNameFound (auto)
+ fix FileNameError (auto)
+ fix OptionNotFound (auto)
  
```

(Other getter and setter are omitted)

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