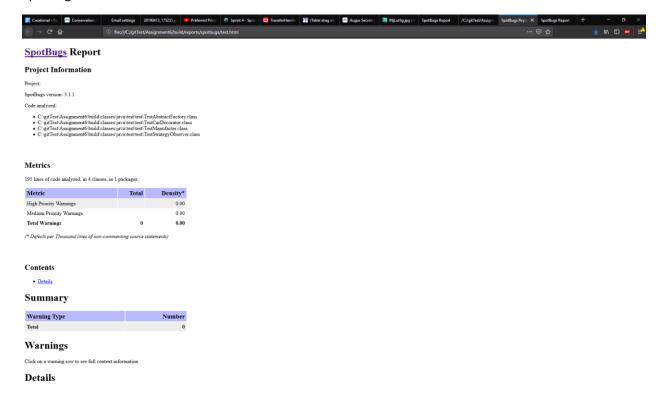
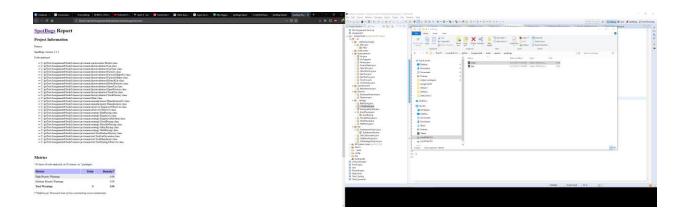
Design Patterns

- 1. Observer: Observer is used to update several other classes that have a one to many
 - a. Usage: This was used to update all the employees of there change in pay. Since we have a 1 to many situation updating everyone seemed too wasteful
- 2. Abstract Factory: An abstract factory creates factories of a similar type that can be used to create similar but different types.
 - a. Usage: Was used to create the factories needed for each manufacturer for ease of use
- 3. Decorator: Is a wrapper to another class to add more functionality
 - a. Usage: I used it to create the model of the car while the car itself was a different class
- 4. Strategy: Strategy is used when specific options of a class are needed.
 - a. Usage: It was used for each pay strategy for each class.

How to run main: gradle run will run the main

Spotbugs:





CheckStyles

