

RepairBay
+vechileInRepair : Vehicle*
+testsVehicle(): bool +changeStatusOfVehicle(): void +deincrimentTimeRequired(): void +returnComplete(): Vehicle

Vehicle
+type +parts +status +hoursNeeded
+assignPartsToType() +generateBrokenParts() +removeParts()

RepairYard
-repairBay1: RepairBay -repairBay2: RepairBay -repairBay3: RepairBay +priorityQue +listOfNewArrivals
+outputReport() +generateNewTanks()

Inventory
+listOfNewParts +listOfUsedParts
+getNewPart() +getOldPart() +getNumberOfAPart() +removePart() +addPart() +()

YardMaster
+hasTime
+CalculatesHoursOfWork() +checkInventory() +repairOrScrap() +scrapParts()

