ClassName: Car (Abstract)

Superclass: none

Subclass(es): SportCar, TruckCar

Responisibilities

- SetEngine

- GetEngine

- GetMass

- GetSpeed

- GetModel

- SetModel

- GetStamina

- SetStamina

Collaboration

Collaboration

- Engine

ClassName: SportCar

Superclass: Car Subclass(es): none

Responisibilities

- GetSpeed

- Shop

- SetSpeed - PowerStation

> - Hotel - Serwis

- Equipment

ClassName : Engine (Interface)

Superclass: none

Subclass(es): ClassicEngine, EcoEngine

Responisibilities	Collaboration	
- Start	none	
- Stop		
- GetPower		
- GetPercentage		
- SetPercentage		

ClassName: EcoEngine	
Superclass: Engine Subclass(es): none	
Responisibilities	Collaboration
- Start - Stop - GetPower	none
SetPowerGetPercentageSetPercentage	

ClassName : ClassicEngine
Superclass : Engine
Subclass(es): none

Responisibilities

- Start
- Stop
- GetPower
- SetPower
- SetOilLevel
- GetOilLevel

ClassName: Budynek (Abstract) Superclass: none Subclass(es): Hotel, Shop, Serwis, PowerStation Collaboration Responisibilities - DisplayInfo none - SpendedTime - GetTimeRelax

ClassName: Hotel

Superclass : Budynek

Responisibilities	Collaboration
SetType	- SportCar
DisplayInfo	- TruckCar
SpendedTime	
Sleep	

ClassName : PowerStation

Superclass : Budynek
Subclass(es): none

Responisibilities
- DisplayInfo
- SpendedTime
- ChargeBattery

Collaboration
- SportCar
- TruckCar

ClassName: Serwis

Superclass: Budynek
Subclass(es): none

Responisibilities	Collaboration
SetStars	- SportCar
DisplayInfo	- TruckCar
SpendedTime	- Engine
ChangeEngine	

ClassName: Shop Superclass: Budynek Subclass(es): none Collaboration Responisibilities - SportCar - SetType - TruckCar - DisplayInfo - SpendedTime - DrinkCoffee

ClassName: Equipment

Superclass: none

Responisibilities	Collaboration
- GetInfo	- SportCar
- GetResult	- TruckCar
- GetHe <mark>l</mark> p	- Budynek
- StartEvent	

ClassName : Map			
Superclass: none Subclass(es): none			
Responisibilities	Collaboration		
- getBuildingByPosition - SpawnBuildings	- Budynek - Car		

ClassName : Core

Superclass : none
Subclass(es): none

Responisibilities

- StartSimulate
- GenerateLength
- CheckStamina
- CheckEcoEngine
- CheckStandardEngine

Collaboration

- Budynek
- Car
- Engine
- Equipment
- Map