#1: Observer Pattern

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| Classes Modified | Methods Added | Classes introduced | Files removed |
| MaintenanceController  MachineryController  StoreItem  StoreController  ChangeGiver(Iterator)  CoinInputBox  DrinkSelectionBox  StoreViewer  CoinDisplay  ButtonItemDisplay  DrinkDisplay | addToDrinkObservable  addToCoinObservable  update | Iterator (store)  StoreItemIterator |  |
| #2 Singleton Pattern |  |  |  |
| MainController |  |  |  |
| Vmcs |  |  |  |
| #3 Bridge Pattern |  | (.store) |  |
|  |  | Property |  |
|  |  | CashProperty |  |
|  |  | DrinkProperty |  |
|  |  | (.system) |  |
|  |  | DBPropertyLoader |  |
|  |  | DrinkDBLoader |  |
|  |  | CashDBLoader |  |
| #4 Strategy |  | (.system) |  |
| SimulatorControlPanel |  | SimulationListener | ActivateCustomerPanelButtonListener |
|  |  | ListenerStrategy | ActivateMaintainerPanelButtonListener |
|  |  | MainControllerListener | ActivateMachineryPanelButtonListener |