Smart Car Wash System

Implementing the solution to a car wash machine has had me have sleepless nights wondering what I should include in the final project. As the project would scale up easily, I have created just a boilerplate code which can be extended easily with addition of more classes to become a complete system.

I have implemented the project using a command pattern which is responsible for turning the motor on or off. You can select that in the user interface. I have a list of several cars which are currently supported by the system. I used the iterator pattern to display the list of cars and their washing detergents. I also added the state pattern which keeps track of the state of the user menu selections.

I have had so many challenges learning about design patterns and implementing them in java. I hope this course has taught me enough how to approach a problem space and solve it easily using design patterns which lend code to be loosely coupled reducing the dependency on a system.