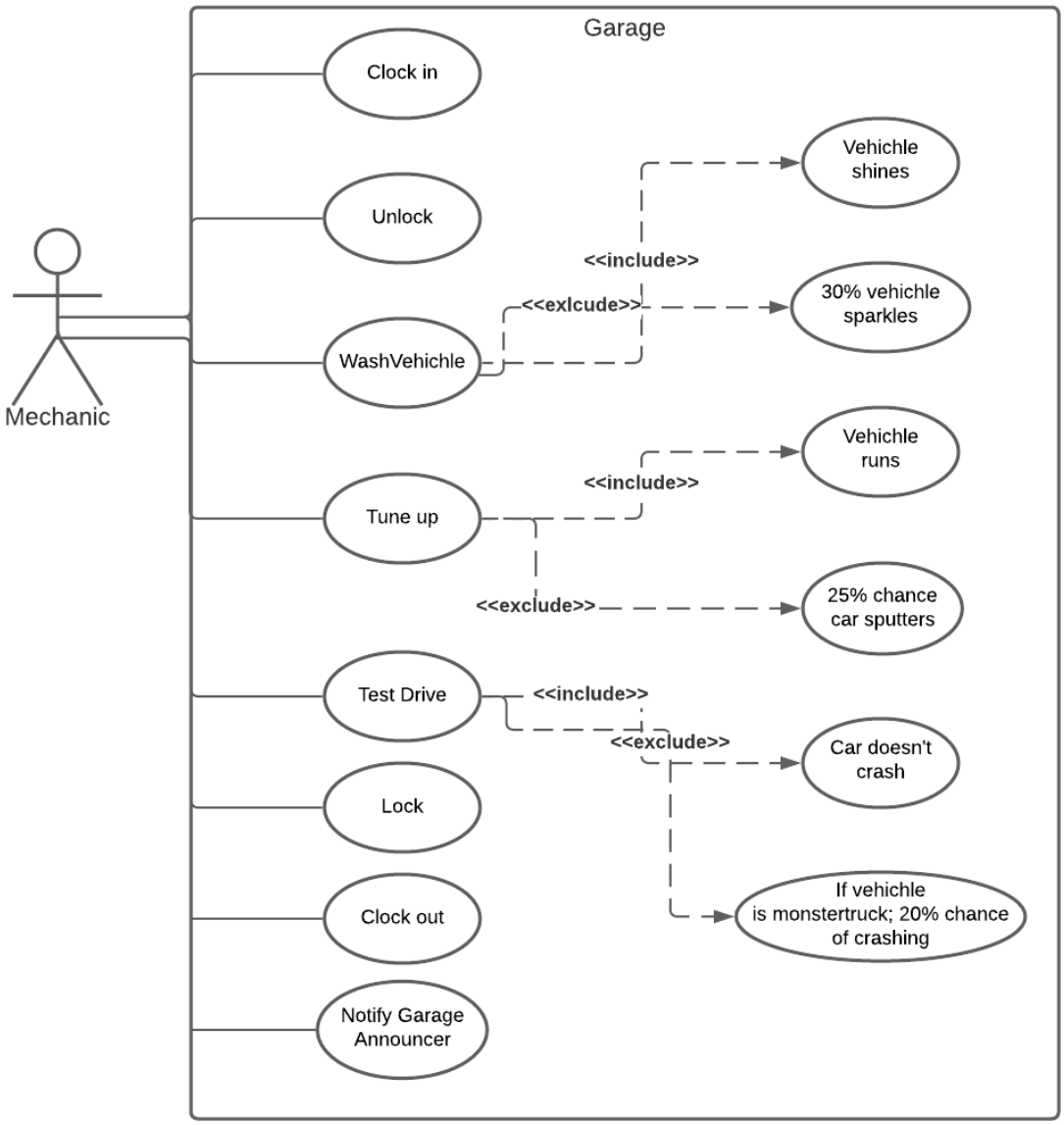
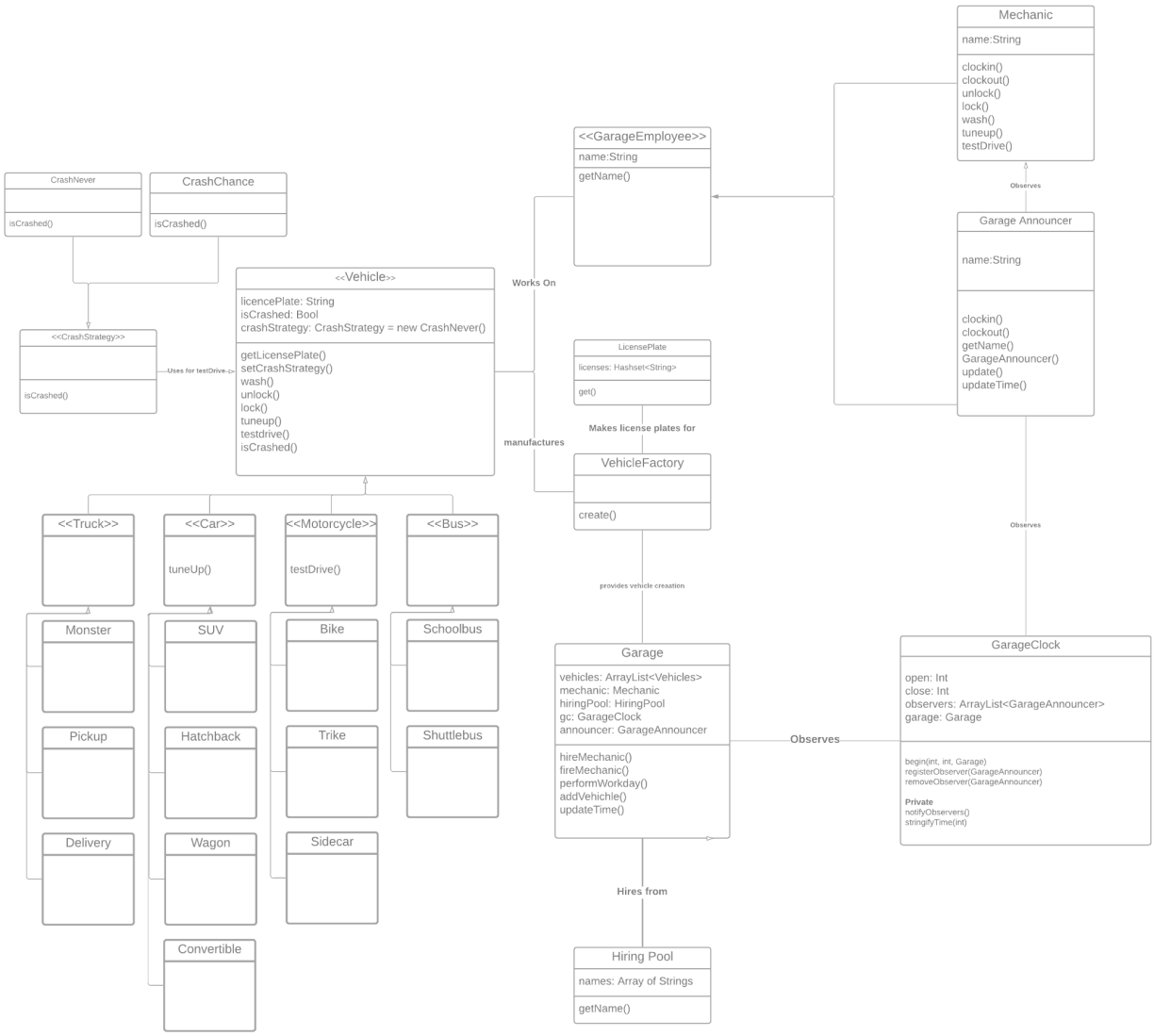
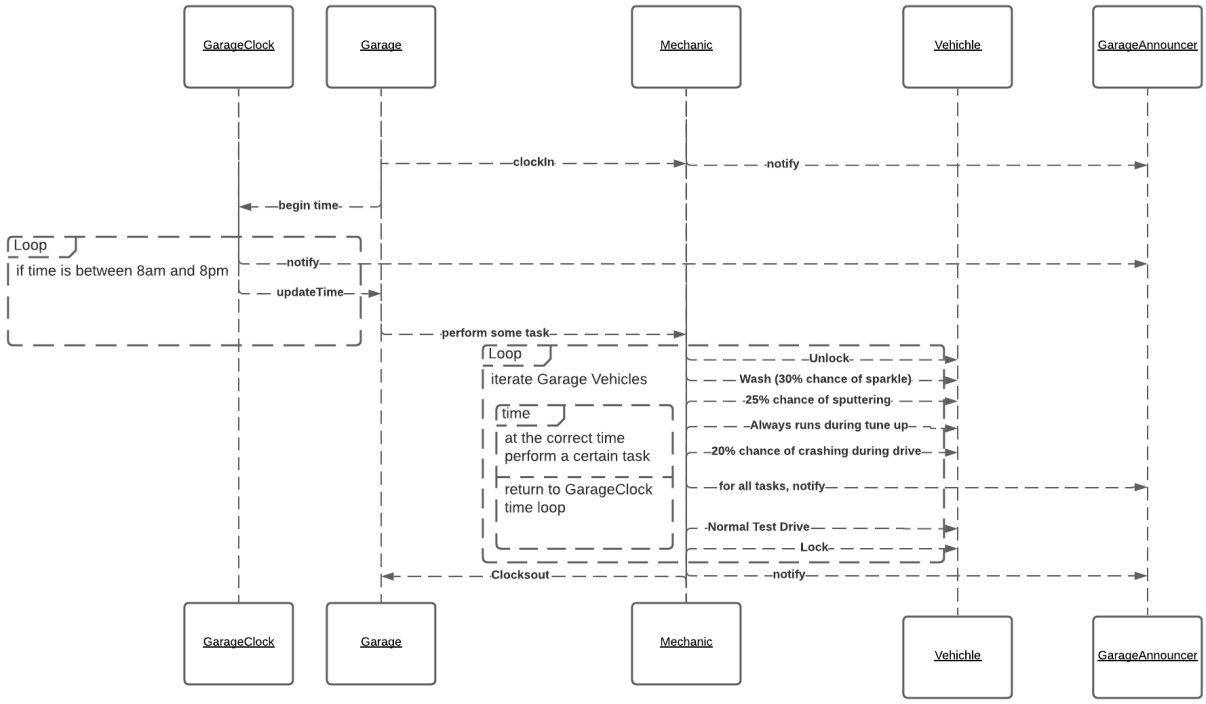

Garage
Clock in
Unlock
WashVehichle
Tune up
Test Drive
Lock
Clock out
Notify Garage Announcer
Mechanic
Vehichle shines
<<include>>
<<exlcude>>
30% vehichle sparkles
Vehichle runs
<<include>>
<<exclude>>
25% chance car sputters
<<include>>
<<exclude>>
Car doesn't crash
If vehichle is monstertruck; 20% chance of crashing

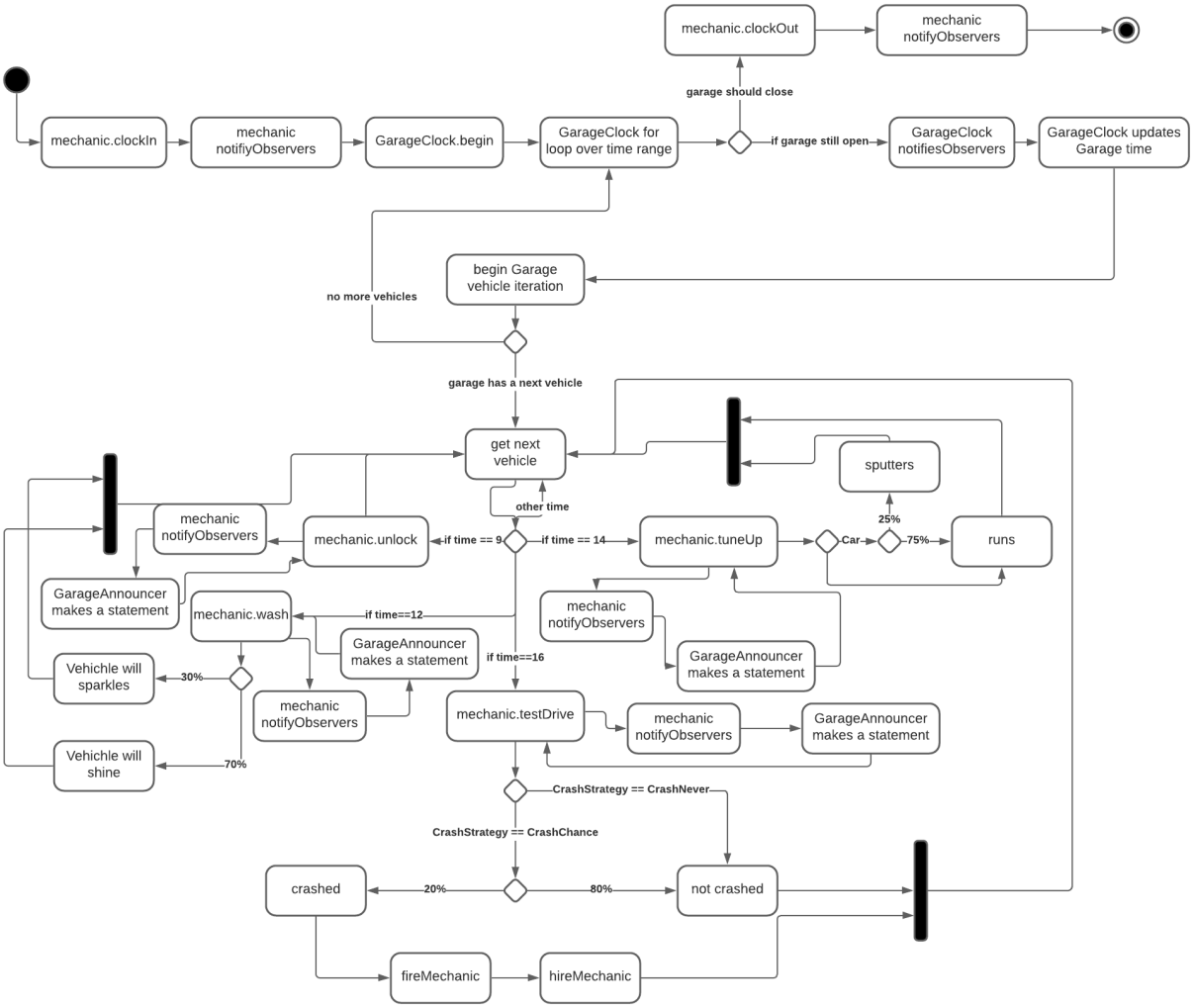
Use-Case



Class Diagram



SequenceDiagram



Activity Diagram