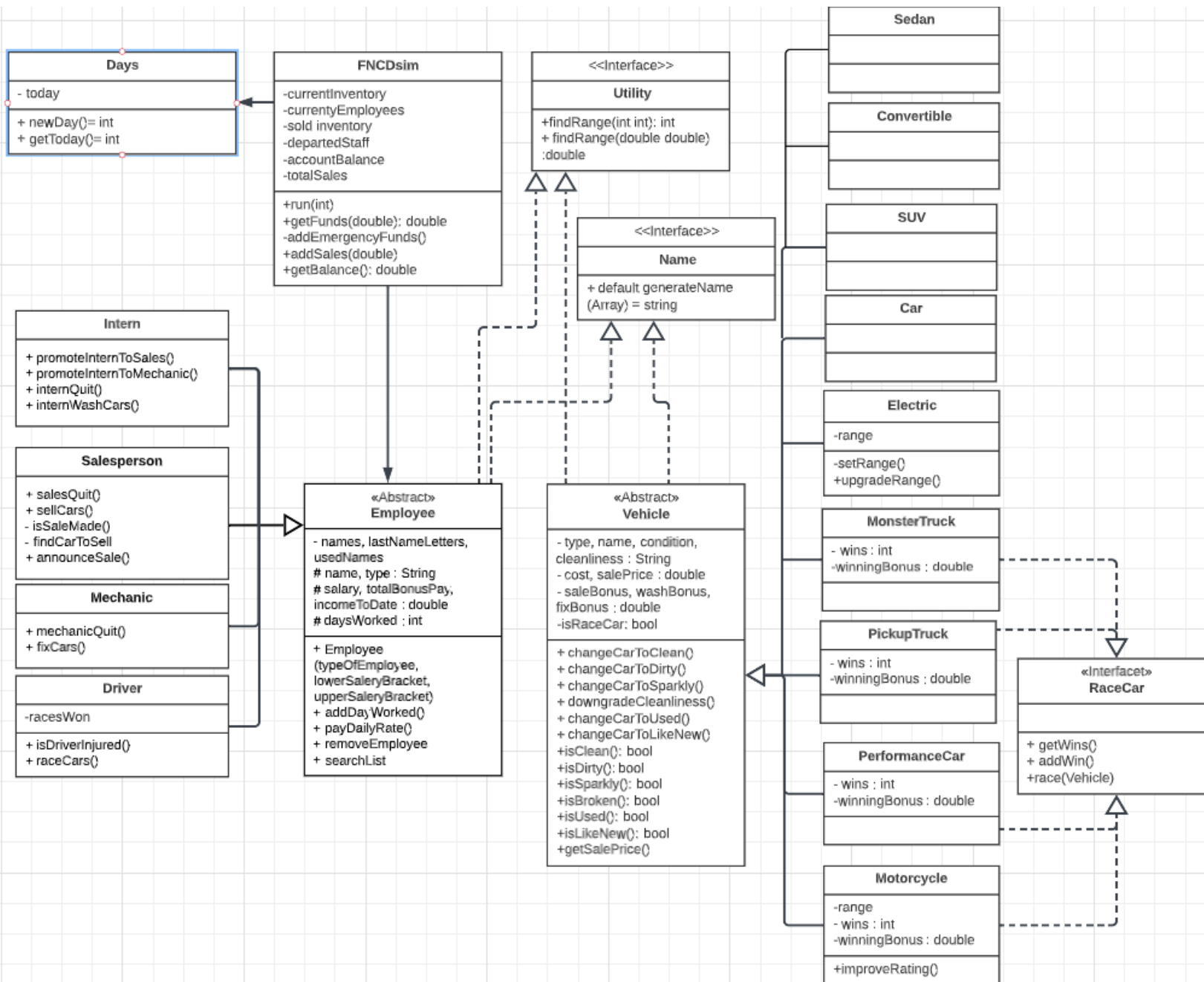
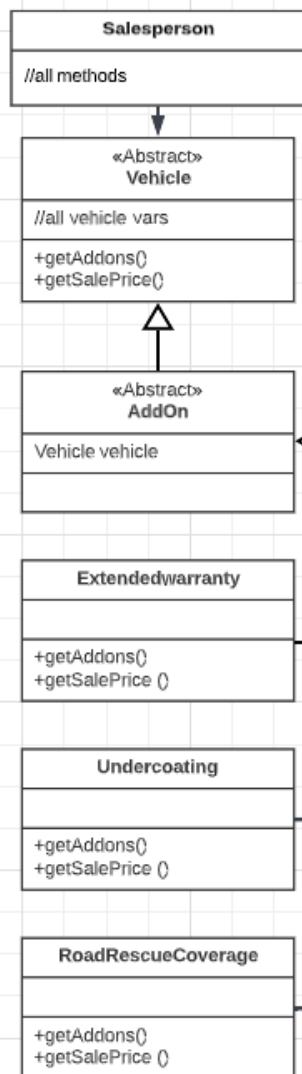


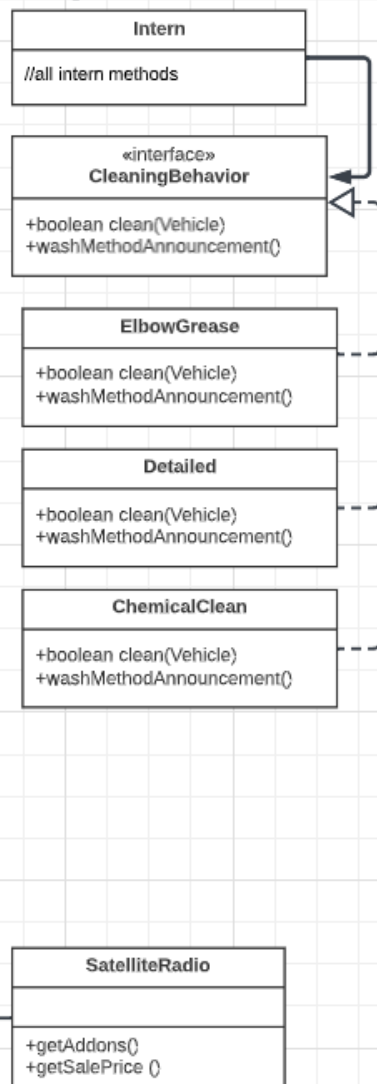
UML



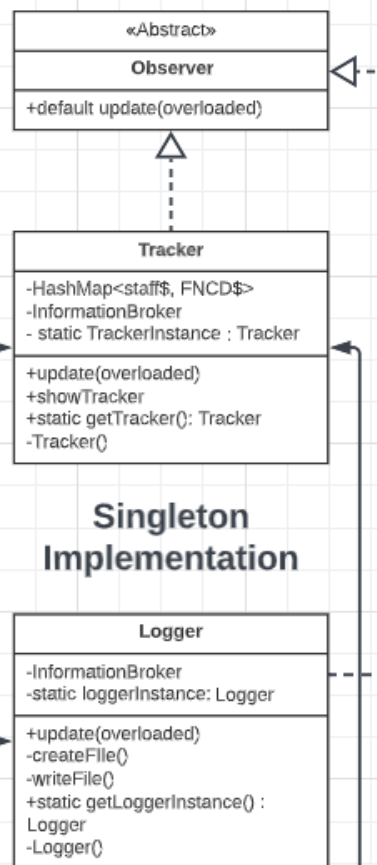
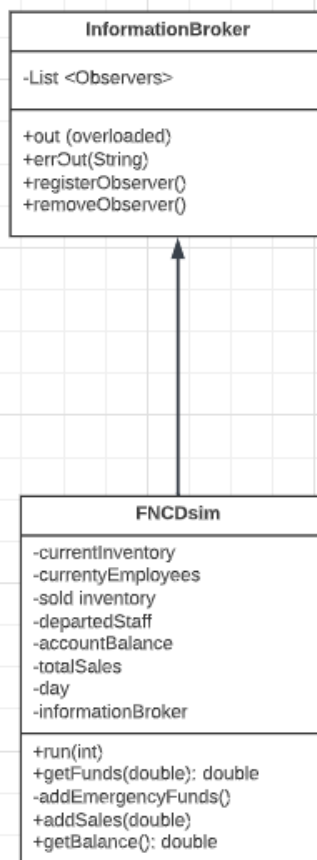
Decorator Implementation



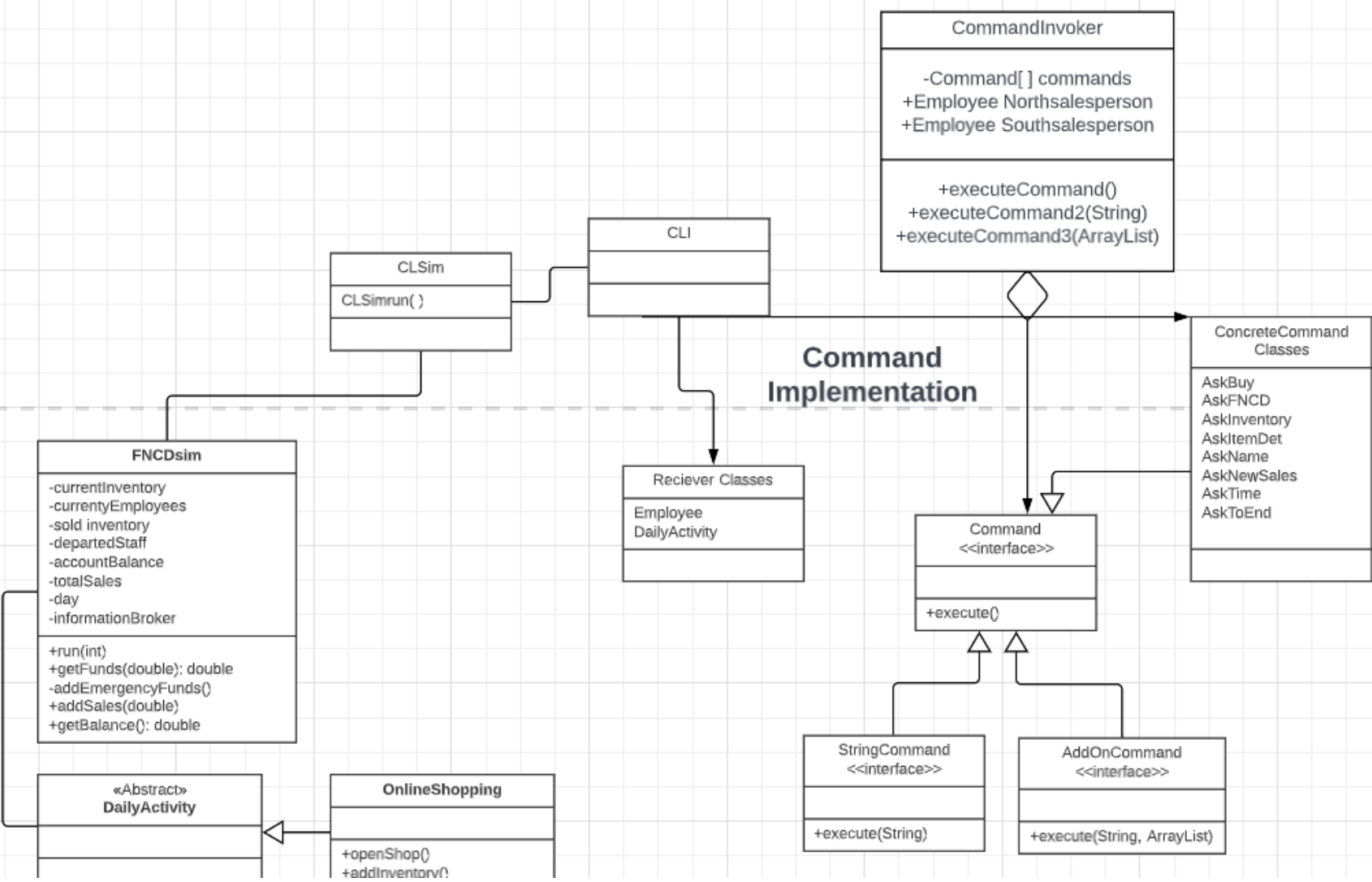
Strategy Implementation

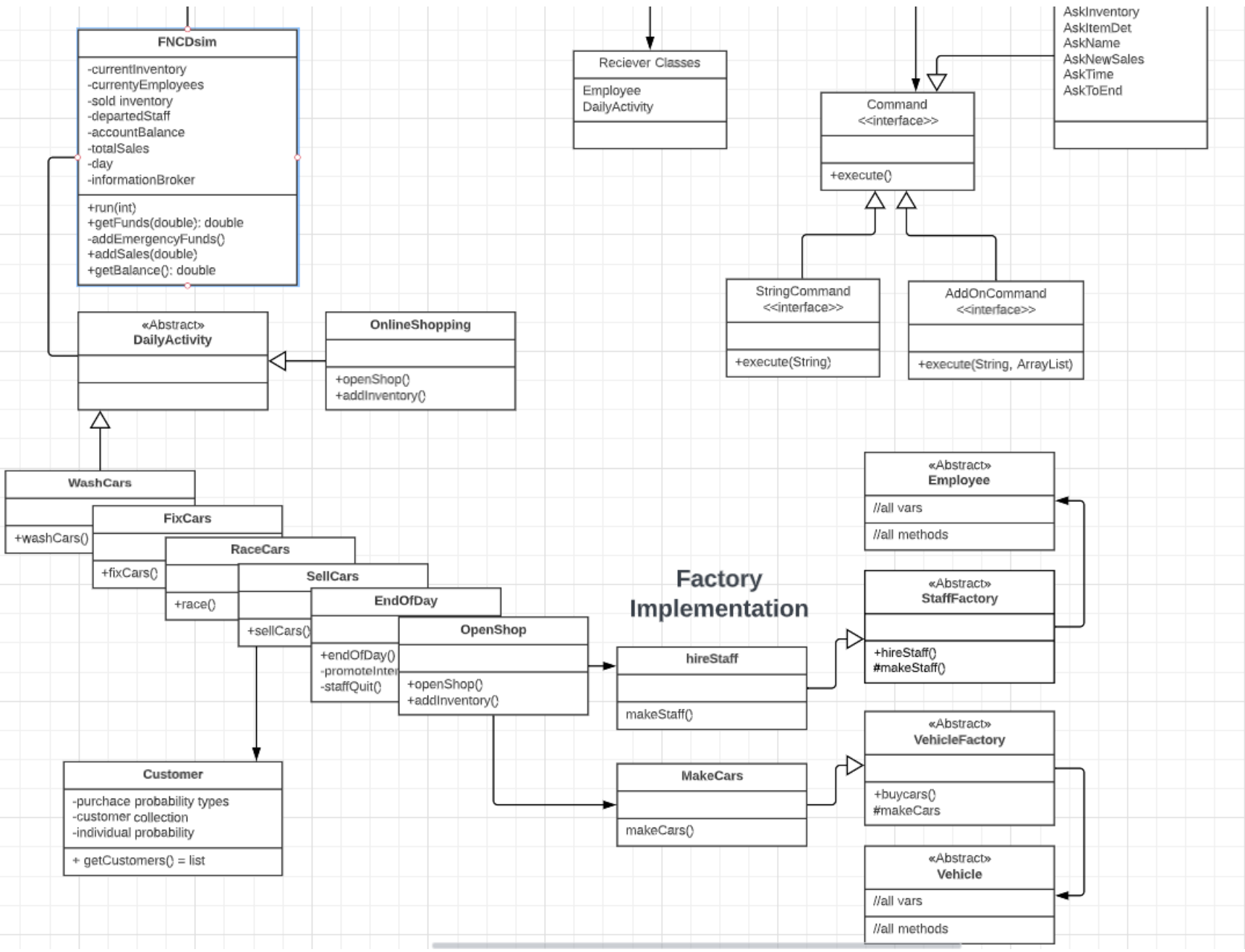


Observer Implementation



Singleton Implementation





Changes from the 4.1 UML: Fixed the factories so there were two separate abstract classes, one for the staff and one for vehicles. Changed some access/association to the logger and tracker. Added Command pattern which involves a few new interfaces and several new classes. All classes starting with "Ask" are concrete command classes. CLI class represents the interaction with the client. Also added three new types of vehicles that are not race cars, they inherit from vehicles as well.