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Project 3.2 UML Updates

We decided to use most of Bruce's code for project three which completely changed the structure of our code. There is no more activities class and there is an added Enums class, Buyers class, Simulator class, carAddon class with subclasses, and Utility class. Enums stores different FNCD information such as staff types, vehicle types, days of the week, etc. The methods from Activities (washing, repairing, selling, opening, and ending) have been put within FNCD and the specific staff types that complete those jobs. The Buyers makes an object of the buyer that was previously just variables within the selling activity method. Utility adds some good methods that make printing and keeping track of the days easier. The decorator pattern was implemented through the car add on classes. The strategy pattern was implemented through the wash methods. The observer pattern was implemented through the observer interface, subject interface, and their implementations.