

C	PropertyManager	
f	properties	Map<String, Property>
m	PropertyManager()	
m	update()	void
m	getProperty(String)	Property
m	addProperty(Property)	void
m	addObserver(WageObserver)	void
p	companies	List<Company>
p	primary	Company
p	wageObservers	List<WageObserver>

I	UserInterface	
m	update(List<Company>, long)	void
m	output(Exception)	void
m	run()	void

C	EventManager	
f	events	Set<Updateable>
m	EventManager()	
m	update(long)	void
m	add(Updateable<T>)	void

