

- Moved test files out into their own package
- Created domain/application split between Builders/interfaces and domain classes
- Used creator pattern on exercise
- Used factory pattern for User
- Used Interface pattern on Trainer/Customer (inherit from User)
- Used Facade Pattern on CLI controller to handle complex tasks
- Used Creator pattern on Customer
- Used Creator pattern on Trainer
- Used Creator pattern on Workout
- Used singleton pattern on CLIController
- Used sub creators and moved methods that objects “know about” into the right places,
EG Manager for information-expert pattern instead of having a single, “God”
CLIController