**UML Diagram:**

cargo

+changeState(state:String):void

+attach(observer:deliveryFactory):void

+notifyAllObservers:void

#cargo:Cargo

+deliveryTime:int

***DeliveryFactory***

+state:string

#defaultAddress:string

+sendMoney(amount:int):void

+amount:int

**CashMoney**

*+createPaymentType():PaymentType*

*+createNotification():Notification*

*+update()*

+createPaymentType():PaymentType

+createNotification():Notification

+update()

+normalDeliveryFactory(cargo:Cargo)

+createPaymentType():PaymentType

+createNotification():Notification

+update()

+onlineDeliveryFactory(cargo:Cargo)

**OnlineDeliveryFactory**

**StoreDeliveryFactory**

**Cargo**

**<<Client>>**

<<interface>>

***Notification***

+text:string

+sendMessage(text:string):void

**Sms**

**Email**

+text:string

+text:string

+sendMessage(text:string):void

+sendMessage(text:string):void

<<interface>>

***PaymentType***

+amount:int

+sendMoney(amount:int):void

**Transfer**

+amount:int

+sendMoney(amount:int):void

observers