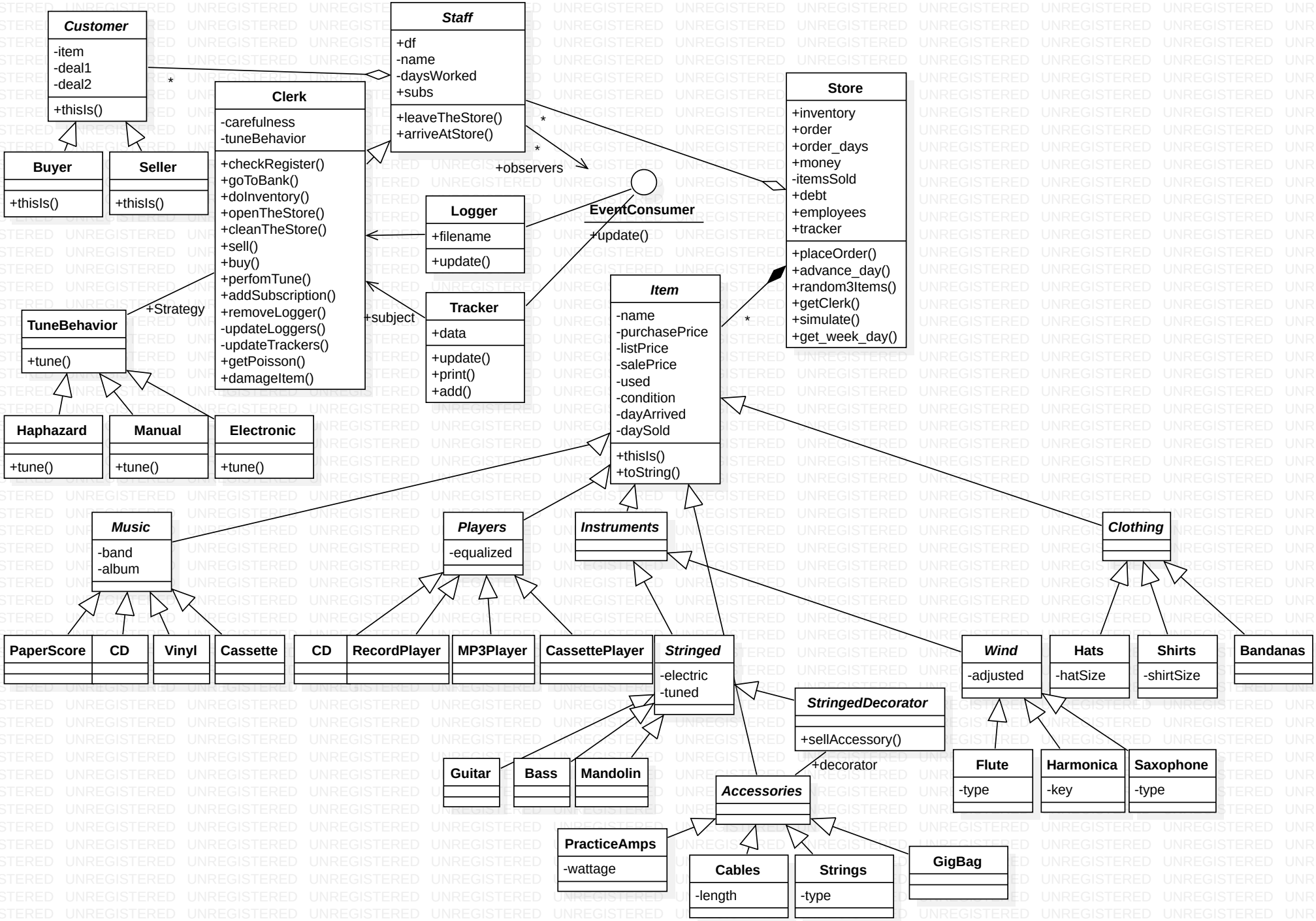
Model.Main
Customer
-item
-deal1
-deal2
+thisIs()
Staff
+df
-name
-daysWorked
+subs
+leaveTheStore()
+arriveAtStore()
Store
+inventory
+order
+order_days
+money
-itemsSold
+debt
+employees
+tracker
+placeOrder()
+advance_day()
+random3Items()
+getClerk()
+simulate()
+get_week_day()
Clerk
-carefulness
-tuneBehavior
+checkRegister()
+goToBank()
+doInventory()
+openTheStore()
+cleanTheStore()
+sell()
+buy()
+perfomTune()
+addSubscription()
+removeLogger()
-updateLoggers()
-updateTrackers()
+getPoisson()
+damageItem()
Buyer
+thisIs()
Seller
+thisIs()
Logger
+filename
+update()
EventConsumer
+update()
Tracker
+data
+update()
+print()
+add()
+observers
+subject
+Strategy
TuneBehavior
+tune()
Haphazard
+tune()
Manual
+tune()
Electronic
+tune()
Item
-name
-purchasePrice
-listPrice
-salePrice
-used
-condition
-dayArrived
-daySold
+thisIs()
+toString()
Music
-band
-album
PaperScore
CD
Vinyl
Cassette
Players
-equalized
CD
RecordPlayer
MP3Player
CassettePlayer
Instruments
Stringed
-electric
-tuned
Guitar
Bass
Mandolin
StringedDecorator
+sellAccessory()
+decorator
Accessories
PracticeAmps
-wattage
Cables
-length
Strings
-type
GigBag
Clothing
Wind
-adjusted
Hats
-hatSize
Shirts
-shirtSize
Bandanas
Flute
-type
Harmonica
-key
Saxophone
-type