



Things that changed: When we created the original UML for part 1 we forgot to include several parts. We didn't add any of the command pattern items and we forgot to add new vehicles. We have added the controller, commands, and 3 new vehicle types(Super Car, Muscle Car, Classic Car). We also added a bunch of functions for FNCD to be able to run our new commands for our day 31 simulation. Everything else has remained the same.