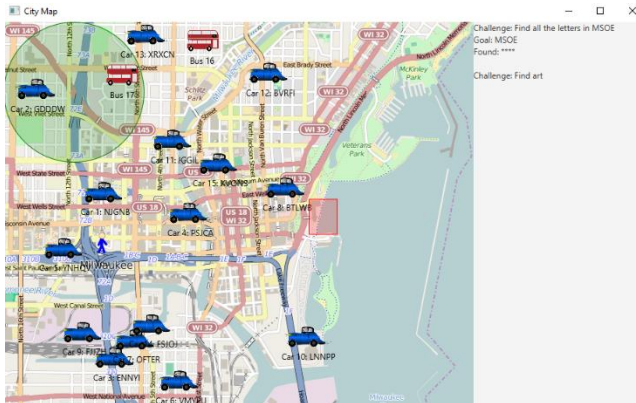
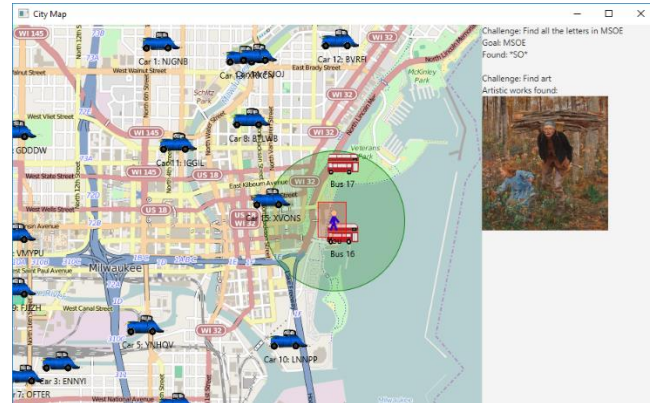


Stuart Harley

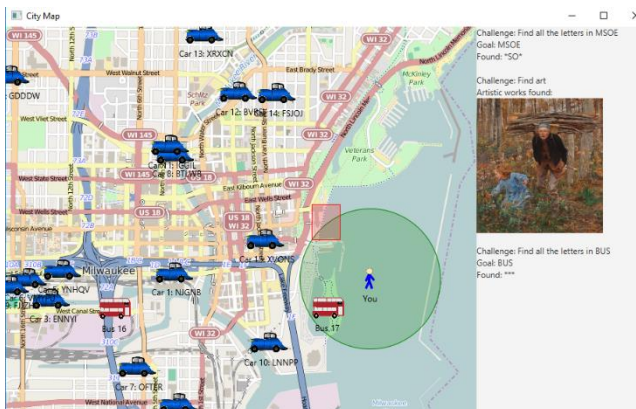
## Lab 5 pdf



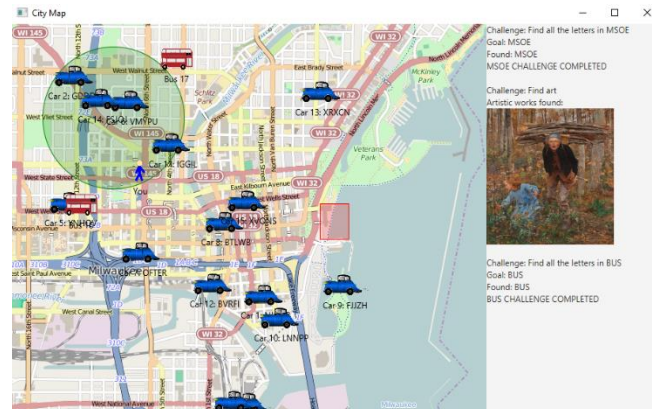
Screen upon initialization



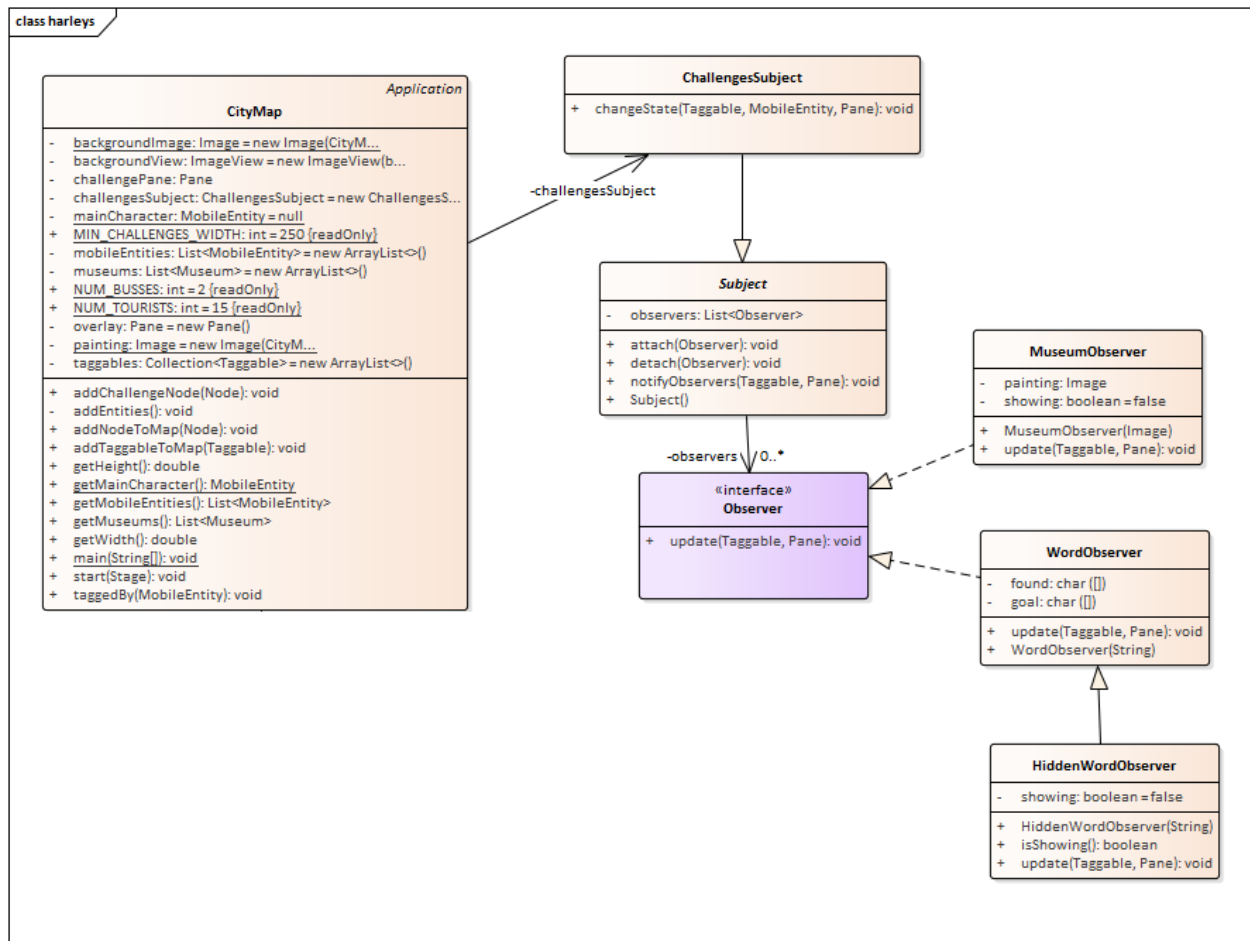
Screen after a couple of letters are found for MSOE. The person has just entered the museum.



Screen after the person has made contact with a bus, showing the hidden BUS challenge



Screen after all the challenges have been completed.



Observer Pattern Lab Class Diagram generated by EA. (Does not include classes from Mobile Entities Package since those classes were effectively unchanged. Also does not include the museum class and taggable interface because they were also unchanged.)

- I added a `getPlate()` method to the Car class to make it easy to just get the plate value, this was the only change I made to the mobile entities classes.