**frame**

**Staff**

- uniqueName: String
- salary: double
- daysWorked: int
- totalNormalPay: double
- totalBonusPay: double

+ setUniqueName(name): void
+ getUniqueName(): String
+ getSalary(): String
+ setDaysWorked(days): void
+ getDaysWorked(): int
+ setNormalPay(double): void
+ getNormalPay(): double
+ setBonusPay(double): void
+ getBonusPay(): double

**Vehicles**

- ID: String
- carType: String
- salesBonus: double
- repairBonus: double
- washBonus: double
- costPrice: double
- salesPrice: double
- condition: String
- cleanliness: String

+ setUniqueName(name): void
+ getUniqueName(): String
+ getCarType(): String
+ getSalesBonus(): double
+ getRepairBonus(): double
+ getWashBonus(): double
+ setCostPrice(): void
+ getCostPrice(): double
+ setSalesPrice(): void
+ getSalesPrice(): double
+ setCondition(): void
+ getCondition(): String
+ setCleanliness(): void
+ getCleanliness(): String

*Extends*

**Mechanic**

- uniqueName: String
- salary: Double
- daysWorked: int
- totalNormalPay: double
- totalBonusPay: double

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**Salesperson**

- uniqueName: String
- salary: Double
- daysWorked: int
- totalNormalPay: double
- totalBonusPay: double

3

**Intern**

- uniqueName: String
- salary: Double
- daysWorked: int
- totalNormalPay: double
- totalBonusPay: double

3

**PerformanceCars**

- uniqueName: String
- carType: String
- salesBonus: double
- repairBonus: double
- washBonus: double
- costPrice: double
- salesPrice: double
- condition: String
- cleanliness: String

+ setCondition(): void
+ setCleanliness(): void

**Pickups**

- uniqueName: String
- carType: String
- salesBonus: double
- repairBonus: double
- washBonus: double
- costPrice: double
- salesPrice: double
- condition: String
- cleanliness: String

+ setCondition(): void
+ setCleanliness(): void

**Cars**

- uniqueName: String
- carType: String
- salesBonus: double
- repairBonus: double
- washBonus: double
- costPrice: double
- salesPrice: double
- condition: String
- cleanliness: String

+ setCondition(): void
+ setCleanliness(): void

**FNCD**

- mechanicStaff: ArrayList
- salespersonStaff: ArrayList
- internStaff: ArrayList
- performanceCarInventory: ArrayList
- carsInventory: ArrayList
- pickupsInventory: ArrayList
- buyers: ArrayList
- soldVehicles: ArrayList
- operatingBudget: double
- totalSales: double
- addedFunds: double
- currentDay: String
- departedMStaff: ArrayList
- departedSStaff: ArrayList
- departedIStaff: ArrayList
- perfID: int
- carID: int
- pickupID: int
- mechNames: int
- salesNames: int
- internNames: int

+ addMechanic(Mechanic): void
+ getMechanicStaff(): ArrayList
+ addSalesperson(Salesperson): void
+ getSalespersonStaff(): ArrayList
+ addIntern(Intern): void
+ getInternStaff(): ArrayList
+ addPerformanceCar(PerformanceCars): void
+ getPerformanceCarInventory(): ArrayList
+ addCar(Cars): void
+ getCarsInventory(): ArrayList
+ addPickups(Pickups): ArrayList
+ getPickupsInventory(): ArrayList
+ createBuyers(): void
+ createVehicleID(): int
+ getBuyer(): ArrayList
+ setOperatingBudget(double): void
+ getOperatingBudget(): double
+ updateCurrentDay(String): void
+ getCurrentDay(): String
+ opening(): void
+ washing(): void
+ repairing(): void
+ selling(): void
+ ending(): void

**Buyer**

- buyerType: String
- vehicleTypeWanted: String
- buyChance: int

+ getBuyerType(): String
+ getVehicleTypeWanted(): String
+ getBuyChance(): int

The only changes that were made from the old UML to the new one it that we added variables to the FNCD class. These added variables include soldVehicles, totalSales, addedFunds, departedMStaff, departedSStaff, departedIStaff, perfID, carID, pickupID, mechNames, slaesNames, and internNames