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

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

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Intern

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

Driver

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

Extends

Vehicles

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

+ 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

FNCD

- mechanicStaff: ArrayList
- salespersonStaff: ArrayList
- internStaff: ArrayList
- driverStaff: ArrayList
- performanceCarInventory: ArrayList
- carsInventory: ArrayList
- pickupsInventory: ArrayList
- monsterTrucksInventory: ArrayList
- motorcyclesInventory: ArrayList
- ElectricCarsInventory: ArrayList
- buyers: ArrayList
- soldVehicles: ArrayList
- operatingBudget: double
- totalSales: double
- addedFunds: double
- currentDay: String
- departedMStaff: ArrayList
- departedSStaff: ArrayList
- departedIStaff: ArrayList
- departedDStaff: ArrayList
- perfID: int
- carID: int
- pickupID: int
- monsterID: int
- electricID: int
- motorcycleID: int
- mechNames: int
- salesNames: int
- internNames: int
- driverNames: int
- stageNames: ArrayList

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

ElectricCars

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

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

Extends

Motorcycles

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

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

MonsterTrucks

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

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

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

Buyer

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

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

We added a new subclass of Staff, called Driver with a new attribute: racesWon. We also added three new subclasses of Vehicles: ElectricCars, Motorcycles, and MonsterTrucks with their respective unique attributes. We updated the Vehicles class to allow vehicles to track races won. For the FNCD, we added the necessary ArrayLists to track the new vehicles as well as the new drivers. We also added other stuff to keep track of the count, ID, and creating the stageNames ArrayList to obtain the list of all the unique Monster Truck Names.