Evan Thompson
Aaron Anthony Grissom

Project 3.2 Updated UML

Tracker
- day_ : String
- washing_repairing_sales : String
- raceAttendance_Results : String
- Staff_Money : Double
- FNCD_Money_ : Double
- update(day_, washing_repariing_sales, raceAttendance_Results, Staff_Money, FNCD_Money)
- display() : void

Observer
- ArrayList<String> subscription
- addObservers(string): void
- removeObservers(string): void
- displayDailySummary(): String

Observer(s)

FNCD
- salesPeople: Salespeople ArrayList
- mechanics: Mechanics ArrayList
- interns: Interns ArrayList
- staffPerType: Integer
- performanceCars: PerformanceCars /
- cars: Cars ArrayList
- pickups: Pickups ArrayList
- carAmount: Integer
- budget_: Double
- soldVehicles: Vehicles ArrayList
- departedStaff: Staff ArrayList
- daysOfTheWeek: String[]
- totalDayCount_: Integer
- dayCount_: Integer
- day_: String
- daysToSimulate: Integer
- totalSalesPerDay: Double
- OBSwashing_repairing_sales : String
- OBSraceAttendance_results : String
- OBSchangesInMoney : String
- OBSday : String
- OBSStaff_Money : Double
- OBSFNCD_Money : Double
- Start(): void
- Opening(): void
- Washing(): void
- Repairing(): void
- Selling(): void
- Ending(): void
- Race(): void
- HireStaff(): void
- BuyVehicle() : void
- PrintInventory : void

Buyer
- chanceOfBuying: String[]
- vehicleTypes: String[]
- chanceStr: String
- chance: Double
- preference: String
- GetPreference(): String
- GetChance(): Double

Logger
- day_ : String
- washing_repairing_sales : String
- raceAttendance_Results : String
- Staff_Money : Double
- FNCD_Money_ : Double
- update(day_, washing_repariing_sales, raceAttendance_Results, Staff_Money, FNCD_Money) : void
- display() : void

Vehicles
- name: String
- salesPrice: Double
- condition: String[]
- conditionType: String
- cleanliness: String[]
- cleanType: String
- cost: Double
- DetermineCost(): void
- GetCost(): Double
- CreateName(): String
- GetName(): String
- GetVehicletype(): String
- GetCondition(): String
- SetCondition(String): void
- GetCleanliness(): String
- SetCleanliness(String): void
- SetSalesPrice(double): void
- GetSalesPrice(): double

Electric Cars
- Range()

Cars

Pickups

Motorcycles
- Engine Size()

Monster Trucks
- Stage Name()

Addon Decorator
- getDescription()

Decorator

Satellite Radio
- Vehicle vehicle
- GetName() : String
- GetSalesPrice() : Double

Extended Warranty
- Vehicle vehicle
- GetName() : String
- GetSalesPrice() : Double

Undercoating
- Vehicle vehicle
- GetName() : String
- GetSalesPrice() : Double

Road Rescue Coverage
- Vehicle vehicle
- GetName() : String
- GetSalesPrice() : Double

STAFF
- name: String
- totalSalary: Double
- JobsDone: Integer
- dailySalary: Double
- bonus_: Double
- CreateName(String str): void
- GetName(): String
- SetDailySalary(): void
- GetDailySalary(): Double
- GetTotalSalary(): Double
- GetTotalBonusPay(): Double
- Bonus(String): void

Driver

Interns
- GetJobsDone(): Integer
- SetJobsDone(): void
- WashingMethod(): void

Mechanics
- GetJobsDone(): Integer
- SetJobsDone(): void

Salespeople

Algorithm
- strategy : Strategy
- Algorithm(Strategy strategy)
- executeStrategy(Vehicle, vehicle, String washing)

Strategy

interface Strategy
- doOperation(Vehicle, vehicle, Intern intern, String washing) : void

Chemical
- doOperation(Vehicle, vehicle, Intern intern, String washing) : void
- chance_of_clean : bool
- chance_of_sparkling : bool

Elbow Grease
- doOperation(Vehicle, vehicle, Intern intern, String washing) : void
- chance_of_clean : bool
- chance_of_sparkling : bool

Detailed
- doOperation(Vehicle, vehicle, Intern intern, String washing) : void
- chance_of_clean : bool
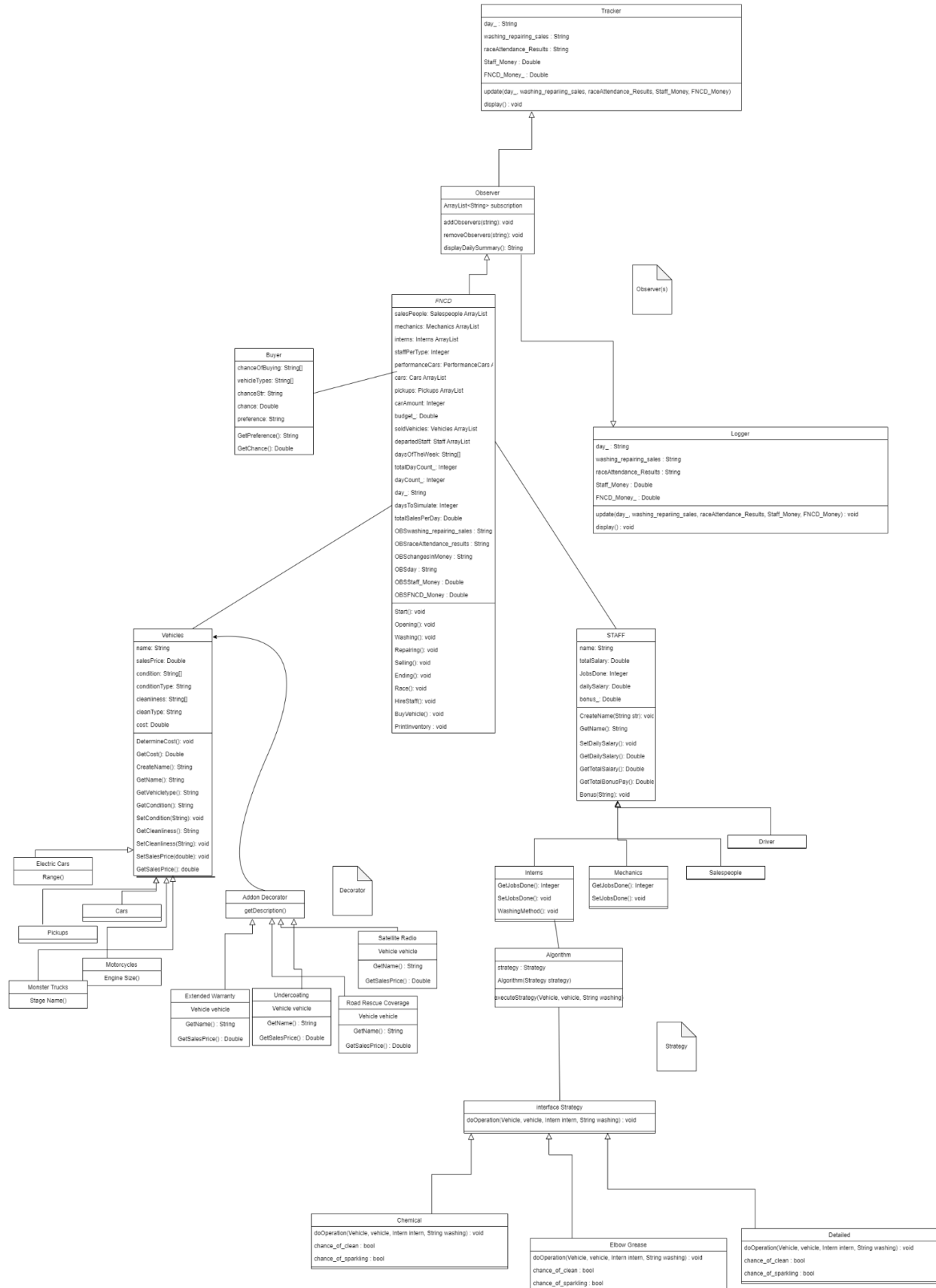- chance_of_sparkling : bool

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Not much changed in general, but here are the following changes we made to the structure/diagram:

- Strategy portion changed a little with a new function and parameters, as well as some variables within each Chemical, ElbowGrease, and Detailed functions.
- We made Chemical, ElbowGrease, and Detailed all implement from Strategy instead of Algorithm.
- We updated the Logger and Tracker to point to the same Observer.
- We also updated both Logger and Tracker with some variables, and update/display functions
- In FNCD we added some more variables to help with the tracking and logging.
- We also added some helper functions such as HireStaff, BuyVehicles, and PrintInventory
- We also implemented the Race function inside FNCD
- The Decorator almost didn't change at all, but I replaced the functions with GetName() and GetSalesPrice() to overload the previous existing functions in the Vehicle class.