Tracker
day_ : String
washing_repairing_sales : String
raceAttendance_Results : String
Staff_Money : Double
FNCD_Money_ : Double
getInstance() : Tracker
update(day_, washing_repairing_sales, raceAttendance_Results, Staff_Money, FNCD_Money) : void
display() : void
static my_instance : Tracker

Singleton Eager Instantiation

Test
VehicleFactory(typesOfVehicles) : Vehicle
TestVehicleFactory() : void
StaffFactory(Staff_Types) : Staff
TestStaffFactory() : void
TestVehicleValue() : void
TestStrategyForInterns() : void

Interface Command
execute() : void

Command

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

Observer(s)

FNCD_Interface
FNCD_Interface(daysToSimulate)

PrintInventory
PrintInventory(FNCD d)
execute() : void

FNCD_SalesPerson
PrintSellableInventory() : void
GetInfo(String S) : void
Buy(String s, Scanner S) : void
ChangeSalesPerson() : void
AskName() : void
AskTime() : void
execute() : void

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

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

Logger
day_ : String
washing_repairing_sales : String
raceAttendance_Results : String
Staff_Money : Double
FNCD_Money_ : Double
getInstance() : Logger
update(day_, washing_repairing_sales, raceAttendance_Results, Staff_Money, FNCD_Money) : void
display() : void
static my_instance : Logger

Singleton Lazy Instantiation

PrintInfo
run(name) : void
execute() : void

BuyCar
buy(Vehicle vehicle)
run(name, sncr): void
execute() : void

Vehicles
name: String
salesPrice: Double
condition: String
conditionType: String
cleanliness: String[]
cleanType: String
cost: Double
enum VehicleType ()
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
static Vehicle Create(VehicleType)

STAFF
name: String
totalSalary: Double
JobsDone: Integer
dailySalary: Double
bonus_: Double
enum StaffType ()
CreateName(String str): void
GetName(): String
SetDailySalary(): void
GetDailySalary(): Double
GetTotalSalary(): Double
GetTotalBonusPay(): Double
Bonus(String): void
static Staff Create(StaffType)

Factory

FNCD_North   **FNCD_South**

Electric Cars
Range()

Cars

Pickups

Motorcycles
Engine Size()

Monster Trucks
Stage Name()

Addon Decorator
getDescription()

Decorator

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

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

Mechanics
GetJobsDone(): Integer
SetJobsDone(): void

Salespeople

Driver

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

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

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

Transformer

SemiTruck

Moped

New Vehicle Types

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

Changed:
- Consolidated the Command Class and Subclasses to hold more functionality in each subclass
- Created a Test class to test functionality of code, including Factory implementation, and Strategy Implementation
- We added an FNCD Interface to make FNCD children more efficient.
- Changed Vehicle Types