Lab06 UML: Part 1

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CashRegister

- sName:String
- cashInDrawer:double
- amountPaid:double
- currentTransaction:Transaction

+ CashRegister()
+ CashRegister(String)
+ isInTransaction():boolean
+ startShift(double)
+ finishShift():double
+ startTransaction():boolean
+ finishTransaction():boolean
+ scanItem(double)
+ collectPayment(double):double
+ getAmountOwed():double

Transaction

- numItems:int
- transactionTotal:double

+Transaction()
+ addItemToTransaction(double)