

# VendingMachine UML

Card
-cardNumberIndex: Integer
-Number: Integer
-balance: Integer
+_()Card(Integer Balance)
+getNumber(): Number
+getBalance(): balance
+setBalance(Integer balance): void

Main (Terminal)
+Scanner: Scanner
-cardForUser1: Card
-cardForUser2: Card
+addBalance(): void
+transferCredits(): void
+checkBalance(): void
+makePurchase(): void
+Start(): void
+psvm start(): void

Inventory
-quantity: Integer
-price: Integer
+getQuantityOf Chips!: quantity
+getPriceOf Chips: price
+getQuantityOfCookies: quantity
+getPriceOfCookies: price
+getQuantityOfJuice: quantity
+getPriceOfJuice: price
+getQuantityOfWater: quantity
+getPriceOfWater: price

<<Enum>> VendingItemsEnum
CHIPS
COOKIES
WATER
SODA
GRANOLA_BARS