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CSI 405

Assignment #3 – Diagrams

Problem 2 – UML Diagrams

Cashier
- cashierName: String
- cashierNum: int
+ Cashier()
+ Cashier (name: String, num: int)
+ getCashierName(): String
+ setCashierName(newName: String): void
+ getCashierNum(): int
+ setCashierNum(newNum: int): void

Customer
- count: int
- customerNum: int
- cashOnHand: double
- sandwichSelection: int
+ Customer()
+ Customer(cash: double)
+ Customer (cash:double, selection: int)
+ getCustomerNum(): int
+ setCustomerNum(newNum: int): void
+ getCashOnHand(): double
+ setCashOnHand(newCash: double): void
+ getSandwichSelectionl(): int
+ setSandwichSelection(newSelection: int): void
+ getChangePercent(pcp: double, cp: double)

SandwichMaker
- sandwichMakerName: String
+ SandwichMaker()
+ SandwichMaker(name: String)
+ getSandwichMakerName(): String
+ setSandwichMakerName(newName: String): void

Sandwich
- sandwichName: String
- sandwichPrice: double
- waitTime: int
- selectionNum: int
+ Sandwich()
+ Sandwich(name:String, price: double, waitTime: int, selectionNum: int)
+ getSandwichName(): String
+ setSandwichName(newName: String): void
+ getSandwichPrice(): double
+ setSandwichPrice(newPrice: double): void
+ getWaitTime(): int
+ setWaitTime(newWaitTime: int): void
+ getSelectionNum(): int
+ setSelectionNum(newNum: int): void