

After you have refactored the code into the State Design Pattern, add this new requirement.



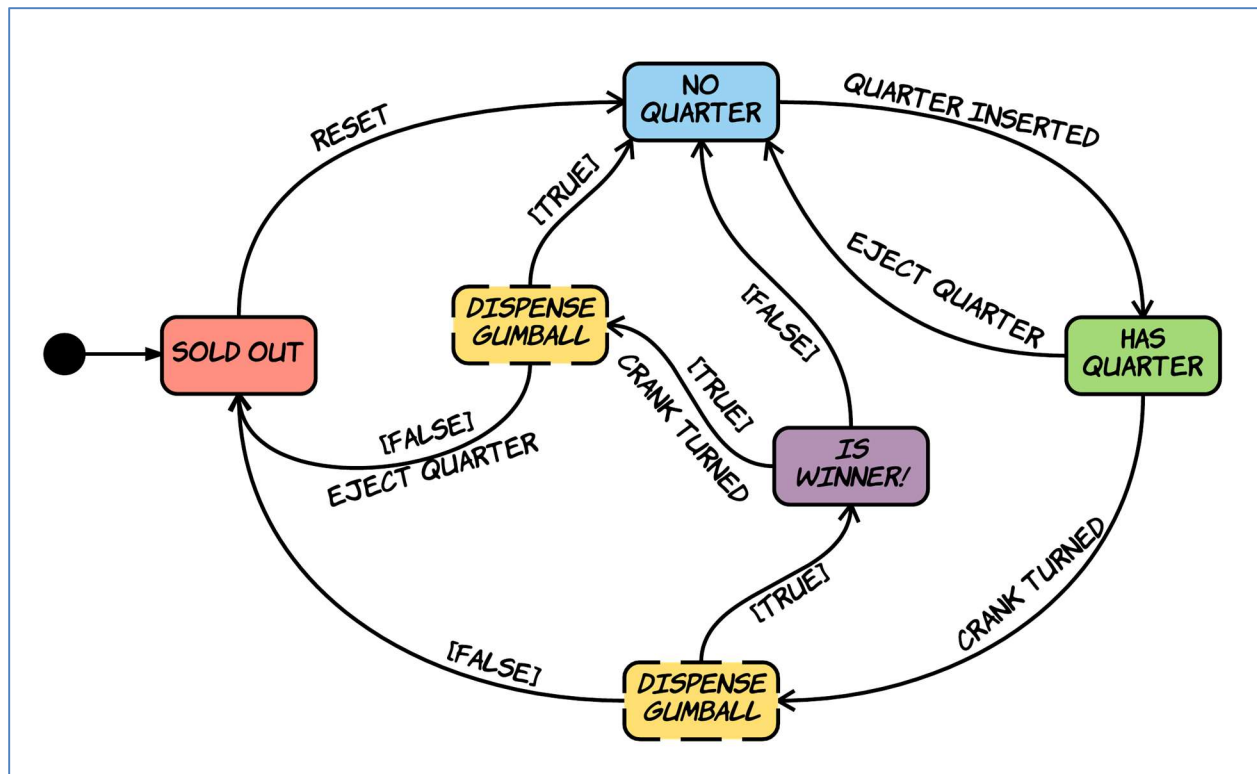


Figure 3: Gumball Machine Winner UML State Diagram

Gumball Machine Winner!

User Action	Has Gumballs	Display Message?	Hardware Action?
<at Start>	-	You are a Winner!! Turn the Crank again for another Gumball!!	
Quarter Inserted	-	You don't need to add a Quarter. Turn the Crank for a Gumball!!	dispenseQuarter()
Eject Quarter	-	Sorry, you don't get your Quarter back. Turn the Crank for a Gumball!!	
Crank Turned	True	Quarter for a Gumball!!	dispenseGumball()
Crank Turned	False	Sorry, the machine is sold out.	dispenseQuarter()