Dispenser UML

|  |
| --- |
| Dispenser |
| -slotMax  -<Product> snacks  -<Product> drinks |
| +Dispenser( )  +getSlotMax(): int  +setSlotMax(int): void  +dispense(); void  +restock(); void  +addProduct(Object product): void  +removeProduct(Object product): void |

|  |
| --- |
| The maximum capacity of each item (passed to maxStock in Product class)  ArrayList to hold different snacks  ArraylList to hold different drinks  Creates a Dispenser  Returns max quantity space for products  Set the max quantity space for products  Lowers currentStock by 1 unless currentStock = 0  Sets currentStock of product equal to slotMax  Adds a product to availableProducts array  Removes product from availableProducts array |