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The beverage and dispenser UML's are displayed below (I have also added a description of the variables and functions/methods).

Product UML:

Beverage	
-productName: String	The product name.
-productCost: double	The product cost.
-productQuantity: int	The product quantity.
+Beverage(String productName, double productCost, int productQuantity)	Creates a beverage with specified name
+getProductName(): String	Returns the product name.
+setProductName(productName: String): void	Sets/changes the product name.
+getProductCost(): double	Returns the product cost.
+setProductCost(productCost: double): void	Sets/changes the product cost.
+getProductQuantity(): int	Returns the product quantity.
+setProductQuantity(productQuantity: int) void	Sets/changes the product quantity.

Dispenser UML:

Dispenser	
-productName: String[]	Array used to store all the product names
-productLocation: String[]	Array used to store all the product locations
-productQuant: int[]	Array used to store all the product quantities.
-productCost: double[]	Array used to store all the product prices.
+Dispenser()	
+getProductName(): String	Return the product name.
+setProductName(productName: String): void	Set/change product name.
+getProductLocation(): String	Return the product location.
+setPoductLocation(productLocation: String): void	Set/change the product location.
+getProductQuant(): int	Return the product quantity.
+setProductQuant(productQuant: int) void	Set/change the product quantity.
+getProductCost(): double	Return the cost of the product.
+setProductCost(productCost: double): void	Set/change the product cost.