



Customer

:CoffeeMachineGUI

:Screen

:MoneySensor

:MoneyHandler

:TransactionProcessor

:MoneyDispenser

Loop

Selection = false || (balance = 0 && Selection = true)

Insert Money

InsertMoney_EVENT

setValue(int)

setCondition(bool)

authenticateMoney()

acceptMoney()

authenticateMoneyValue()

alt

condition = true

alt

value = true

setBalance(int)

value = false

dispenseMoney()

condition = false

dispenseMoney()

Balance

Balance

Balance

Balance

Balance

Balance

Balance

Balance

Balance