VendBev Class Diagram

customers

Invoker

TIcket

-history:List<Choice>

+placeOrder(beverage):HotBeverage
+undoOrder(beverage):void

Command

<<interface>>
Choice

#menu:Menu
+choose():HotBeverage

Receiver

Customer

-name:String
-choice:String
-condiment:String
-condimentUnits:int
-sweetener:String
-sweetenerUnits:int
-sizeChoice:String
-menu:Menu

+ chooseBeverage():void
+ chooseSize():void
+ chooseCondiment():void
+ chooseSweetener():void

Command Pattern

Concrete Command

ChooseHotBeverage

-customer:Customer
-beverage:HotBeverage

+choose():HotBeverage

beverages

Beverage

-size:String
-caffeine:int
-calories:int
-price:double

+getSize():String
+setSIze(size):String
+getType():String
+setType(type):void

HotBeverage

-condimentCount:int
-type:String

+getType():String
+setType(type):void
+addCondiment(condiment, units):void
+getCondiments(): Hashmap<String, Integer>

Coffee

-type:String
-agitation:String
-grindSize:int

+getType():String
+setType(type):void

Tea

-type:String

+getType():String
+setType(type):void

employees

Barista

-menu:Menu

+calculatePrice(order): Map<String, Double>
+brew(order):void

store

Order

+beverage:Beverage
+isReady:boolean

+setStatus(boolean):void

Menu

+ attribute1:type = defaultValue
+ attribute2:type
- attribute3:type

+ operation1(params):returnType
- operation2(params)
- operation3()