

--This is the class diagram—

TokenMachine
-tokens: int -quarters: int
+ TokenMachine () + GetMachineQuarters (): int + InsertQuarters (): int + SetTokens (int): void + GetTokensRemaining (): int

--This is my planning--

Token Machine Class Diagram

-Number of tokens: int

-Number of Quarters: int

+Get number of quarters (): int

+Insert number of quarters and give tokens (): int

+Set number of tokens remaining in machine (int): void

+Display number of tokens exchanged (): int

What the Token Machine Does

-Needs to know how many tokens are in the machine.

-needs to understand the currency exchange.

-Keep track of how many tokens and quarters are in the machine.

-Dispense tokens upon receiving quarters.