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

Shane Soderstrom

Project 12

CS 1400

--This is the class diagram—

--This is my planning--

Token Machine Class Diagram

-Number of tokens: int

-Number of Quarters: int

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+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.