

 \times +CoffeeMachine() paymentStrategy +displayMenu(): void +dispenseBeverage(beverageName : String, cupType : String, cupSize : CupSize, addOns : List<String> -choosePaymentMethod(price : double) : boolean -checkAvailability(beverageName : String, cupType : String, cupSize : CupSize, addOns : List<String>) -prepareBeverage(beverageName : String, cupType : String, cupSize : CupSize, addOns : List<String>) -updateInventory(beverageName : String, cupType : String, cupSize : CupSize, addOns : List<String>) +refill(item : String, quantity : int) : void CardPaymentStrategy CashPaymentStrategy +collectCash(): void <Property>> -cashGiven : double +processPayment(amount : double) : bo +repair(issueDescription : String) : void -processPayment(amount : double) : bo