

Dispenser
<ul style="list-style-type: none"><li>- penniesAvailable: int</li><li>- nickelsAvailable: int</li><li>- dimesAvailable: int</li><li>- quartersAvailable: int</li><li>- dollarsInMachine: int</li><li>- productsForSale: Product[][]</li><li>- ROWS: const int</li><li>- COLUMNS: const int</li></ul>
<ul style="list-style-type: none"><li>+ Dispenser ()</li><li>+ setPenniesAvailable (newAmount: int): void</li><li>+ setNickelsAvailable (newAmount: int): void</li><li>+ setDimesAvailable (newAmount: int): void</li><li>+ setQuartersAvailable (newAmount: int): void</li><li>+ setDollarsAvailable (newAmount: int): void</li><li>+ itemSold (row: int, column: int): bool</li><li>+ adminPrivilidges (password: String): bool</li><li>+ setProductPriceButton (): bool</li><li>+ removeProductButton (): bool</li><li>+ restockProductButton (): bool</li><li>+ displayInventoryButton (): void</li></ul>

Total number of pennies in the machine.
Total number of nickels in the machine.
Total number of dimes in the machine.
Total number of quarters in the machine.
Total number of dollar bills in the machine.
Array that holds the products that are for sale.
The number of shelves in the machine
The number of columns in the machine
Initializes the Dispenser object.
Sets the number of pennies in the machine.
Sets the number of nickels in the machine.
Sets the number of dimes in the machine.
Sets the number of quarters in the machine.
Sets the number of dollar bills in the machine.
Performs a sell and returns True if successful
Sets display to admin rights and returns True if successful
Displays the new price screen and returns True if successful
Displays the remove product screen and returns True if successful
Displays the restock product screen and returns True if successful
Displays the inventory screen and returns True if successful