VendingMachineFactory

createVendingMachine()

<<Enumeration>>
Currency

+DIME(10.00)
+PENNY(1.00)
+NICKLE(5.00)
+QUATER(25.00)
+DOLLAR(100.00))

<<Interface>>
VendingMachine

+getAllProducts():Set<Product>

+insertDenomination(List<Currency> coins):void
+selectProduct(Productproduct):String
+dispenseProductAndBalance():Dispenser
+stockCount(Product product):int
+addProduct(Product product):void
+addCash(Currency feed):void

Stock

- products:Map<Product,Integer>
-cash:Map<Currency,Integer>

+getProducts():Map<Product, Integer>
+getCash():Map<Currency, Integer>
+setProducts(Map<Product, Integer> products):void
+setCash(Map<Currency, Integer> cash):void

VendingMachineImpl

+getAllProducts():Set<Product>

+insertDenomination(List<Currency> coins):void
+dispenseProductAndBalance():Dispenser
+selectProduct(Productproduct):String
+stockCount(Product product):int

Product

-name:String
-price:double

+getName():String
+setName(String name):void
+ getPrice():Double
+setPrice(Double price):void

Dispenser

-product:Product
-currencies:List<Currency>

+getProduct():Product
+setProduct(Product product)
+getCurrencies():List<Currency>
+setCurrencies(List<Currency>
currencies)

DispenseException

-message:String
*DispenseException(String message)
+getMessage:String