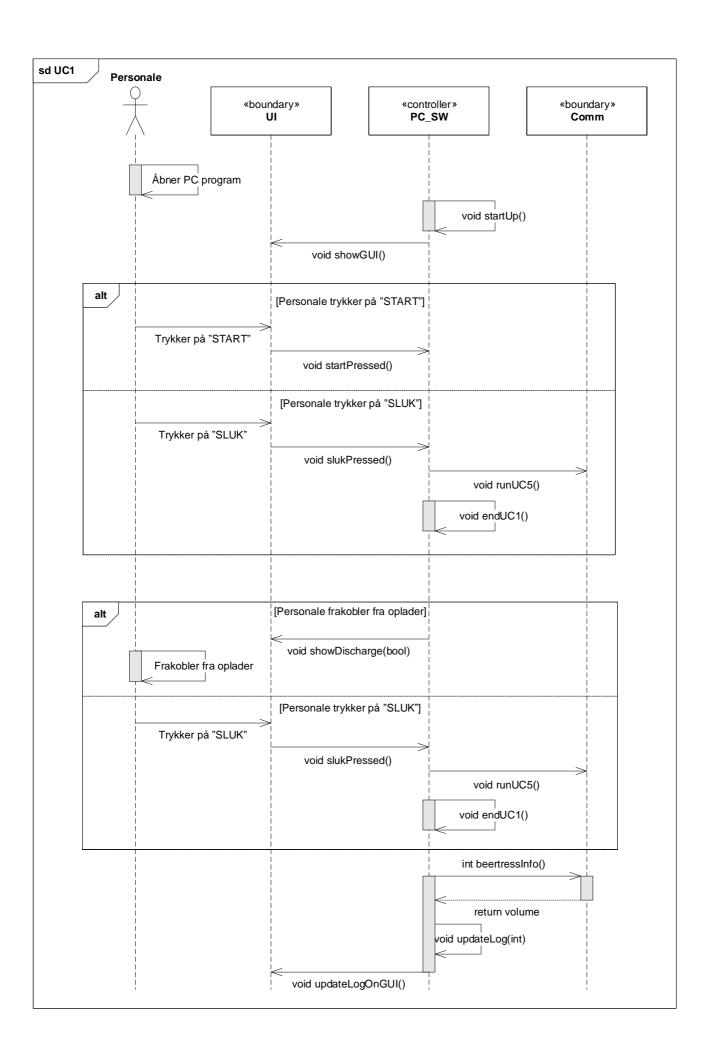
Class UC1: Initialiser Beertress

"boundary"
UI

"controller"
PC\_SW

"boundary"
Comm



 Class UC1: Initialiser Beertress

 «boundary»
 UI
 +showGui(): void
 +showDiscarge(bool): void
 +slukPressed(): void
 +slukPressed(): void
 +slukPressed(): void
 +endUC1(): void
 +olume: int

 - volume : int