1. **Class: VendingMachine**
   * Attributes:
     + **availableDrinks**: List<Drink>
     + **currentBalance**: float
   * Methods:
     + **selectDrink(drinkName: string, withMilk: boolean, withSugar: boolean)**: void
     + **insertCard(card: PrepaidCard)**: boolean
     + **dispenseDrink()**: void
     + **returnBalance()**: float
2. **Class: Drink**
   * Attributes:
     + **name**: string
     + **price**: float
     + **withMilk**: boolean
     + **withSugar**: boolean
3. **Class: PrepaidCard**
   * Attributes:
     + **cardNumber**: string
     + **balance**: float
   * Methods:
     + **deductAmount(amount: float)**: boolean
4. **Class: Transaction**
   * Attributes:
     + **transactionId**: string
     + **amount**: float
     + **date**: DateTime