<<enumeration>> Coine

-value: int

+getValue(): int

+parseCoins(coins: string): int

<<enumeration>> Product

-id: int
-price: int

+getId(): int
+getPrice(): int
+valueOf(productSelected: int) : Product

<<class>> CoinBundle

+number5CentsCoins: int

+number10CentsCoins: int

+number20CentsCoins: int

+number50CentsCoins: int

+number100CentsCoins: int

+getTotal(): int

<<interface>> VendingMachine

+displayProducts()
+selectedProduct(int: product)
+displayEnterCoinsMessage()
+enterCoins(int: coins)
+displayChangeMessage()

<<interface>> Calculater

+calculatedTotal(enteredCoins: CoinBundle): int
+calculateChange(amountMoneyToReturn: int): CoinBundle

<<class>> TextBasedVendingMachine

-selectedProducts: int

-change: CoinBundle

+displayProducts()
+selectedProduct(int: product)
+displayEnterCoinsMessage()
+enterCoins(int: coins)
+displayChangeMessage()

<<class>> SimpleCalculater

+calculatedTotal(enteredCoins: CoinBundle): int
+calculateChange(amountMoneyToReturn: int): CoinBundle