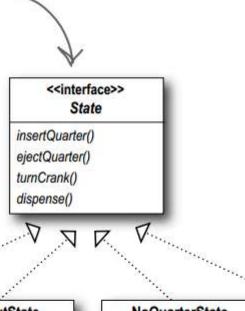
Gumball Machine

Class Diagram

Here's the interface for all states. The methods map directly to actions that could happen to the Gumball Machine (these are the same methods as in the previous code).



SoldState

insertQuarter() ejectQuarter() turnCrank() dispense()

SoldOutState

insertQuarter() ejectQuarter() turnCrank() dispense()

NoQuarterState

insertQuarter() ejectQuarter() turnCrank() dispense()

HasQuarterState

insertQuarter() ejectQuarter() tumCrank() dispense()