



Bin
- binItem: Item
+ xcoord: int
+ ycoord: int

Button
+ isEmpty: bool
+ xcoord: int
+ ycoord: int

VendingMachine
- binItems: Bin[]
+ deliverySlot: DeliverySlot
+ coinBillSlot: CoinBillSlot
+ selectionButtons: Button[]
+ changeReturnSlot: ChangeReturnSlot
+ createInventory(int column, int row): void
+ processTransaction(item item, int inputTotal): bool
+ notifyTransactionSuccess(): void
+ notifyTransactionError(): void

DeliverySlot
+ returnedItem: Item

CoinBillSlot
+ insertedCoins: Coin[]
+ insertedBills: Bill[]
+ currentTotal: double
+ calculateTotal(): double

ChangeReturnSlot
+ returnedCoins: Coin[]
+ returnedBills: Bill[]
+ changeInTotal: double

Coin
- coinValue: double
+ getCoinValue: double
+ setCoinValue: void

Bill
- billValue: double
+ getBillValue: double
+ setBillValue: void

Item
+ itemName: string
+ itemType: string
+ printAttributes: void