dispenseCtrl: DispenseController drinkDispensed: boolean = false mainCtrl: MainController mediator: PaymentMediator state: TransactionControllerState cancelTransaction(): void completeTransaction(int): void TransactionControllerState displayCustomerPanel(): void endMaintenance(): void cancelTransaction(): void getCustomerPanel(): CustomerPanel completeTransaction(int): void getDispenseController(): DispenseControll -state endMaintenance(): void getMainController(): MainController processMoneyReceived(int): void getMediator(): PaymentMediator startMaintenance(): void startPayment(): void startTransaction(int): void isChangeGiven(): boolean terminateFault(): void isDrinkDispensed(): boolean nullifyCustomerPanel(): void processMoneyReceived(int): void refreshCustomerPanel(): void refreshMachineryDisplay(): void setChangeGiven(boolean): void setDrinkDispensed(boolean): void setSelection(int): void setState(TransactionControllerState): void startMaintenance(): void startPayment(PaymentMediator): void startTransaction(int): void terminateFault(): void TransactionController(MainController) Id leState Transaction State FaultState dispenseCtrl: DispenseController {readOnly custPanel: CustomerPanel {readOnly} custPanel: CustomerPanel {readOnly} drinksBrand: DrinksBrand dispenseCtrl: DispenseController {readOnly dispenseCtrl: DispenseController {readOnly mediator: PaymentMediator mediator: PaymentMediator mediator: PaymentMediator {readOnly} storeItem: StoreItem price: int = 0 txCtrl: TransactionController {readOnly} txCtrl: TransactionController {readOnly} selection: int = -1 + FaultState(TransactionController) txCtrl: TransactionController {readOnly} cancelTransaction(): void

cancelTransaction(): void

startMaintenance(): void startPayment(): void

completeTransaction(int): void

processMoneyReceived(int): void

TransactionState(TransactionController)

endMaintenance(): void

startMaintenance(): void

startTransaction(int): void

IdleState(TransactionController)

MaintenanceState

txCtrl: TransactionController {readOnly}

MaintenanceState(TransactionControlle

endMaintenance(): void

startMaintenance(): void

terminateFault(): void

TransactionController

changeGiven: boolean = false custPanel: CustomerPanel

price: int = 0 selection: int = -1

closeDown(): void

getPrice(): int

getSelection(): int

setPrice(int): void