

## Dialog

## CustomerPanel

- btnTerminate: Button = new Button("Ter...
  - coinInputBox: CoinInputBox
- drinkSelectionBox: DrinkSelectionBox
- frameHeight: int = 400
- frameWidth: int = 300
- frameX: int = 0 frameY: int = 0
- lbdCollectCan: LabelledValue = new LabelledVal...
- lbdCollectCoins: LabelledValue = new LabelledVal...
- IbdTotalMoneyInserted: LabelledValue = new LabelledVal...
- IbIEnterCoins: Label = new Label("Ente...
- IbITitle: Label = new Label("VMCS...
- pan0: Panel = new Panel()
- screen: Dimension = Toolkit.getDefa...
- screenHeight: int = screen.height
- screenWidth: int = screen.width
- TITLE: String = "Customer Panel" {readOnly}
- txCtrl: TransactionController
- wndInvalidCoin: WarningDisplay = new WarningDisp...
- wndNoChangeAvailable: WarningDisplay = new WarningDisp
- addMoney(int): int
- closeDown(): void
- CustomerPanel(Frame, TransactionController)
- display(): void
- displayChangeStatus(boolean): void
- displayInvalidCoin(boolean): void
- getCan(): String
- getChange(): String
- getCoinInputBox(): CoinInputBox
- getDrinkSelectionBox(): DrinkSelectionBox
- getTotalMoneyInserted(): int
- resetCan(): void
- resetChange(): void
- resetTotalInserted(): void
- setActive(int, boolean): void
- setCan(String): void
- setCardReaderBoxActive(boolean) setChange(int): void
- setChange(String): void
- setCoinInputBoxActive(boolean): void
- setDrinkSelectionBoxActive(boolean): void setPaymentOptionBox(boolean)
- setTerminateButtonActive(boolean): void
- setTotalMoneyInserted(int): void