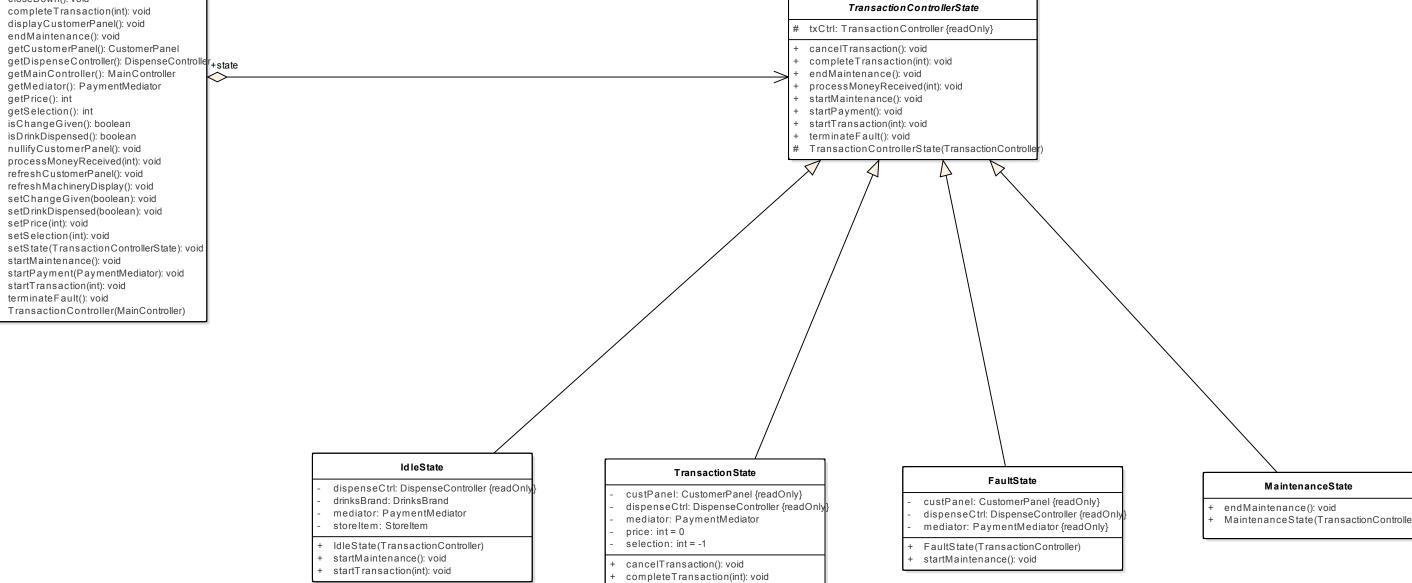
TransactionController changeGiven: boolean = false custPanel: CustomerPanel dispenseCtrl: DispenseController drinkDispensed: boolean = false mainCtrl: MainController mediator: PaymentMediator price: int = 0 selection: int = -1 state: TransactionControllerState cancelTransaction(): void closeDown(): void completeTransaction(int): void displayCustomerPanel(): void endMaintenance(): void getPrice(): int getSelection(): int



processMoneyReceived(int): void
startMaintenance(): void
startPayment(): void
terminateFault(): void

 $...\\ Transaction State (Transaction Controller)$