**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
+ getCustomerPanel(): CustomerPanel
+ getDispenseController(): DispenseController
+ getMainController(): MainController
+ getMediator(): PaymentMediator
+ getPrice(): int
+ getSelection(): int
+ isChangeGiven(): boolean
+ isDrinkDispensed(): boolean
+ nullifyCustomerPanel(): void
+ processMoneyReceived(int): void
+ refreshCustomerPanel(): void
+ refreshMachineryDisplay(): void
+ setChangeGiven(boolean): void
+ setDrinkDispensed(boolean): void
+ setPrice(int): void
+ setSelection(int): void
+ setState(TransactionControllerState): void
+ startMaintenance(): void
+ startPayment(PaymentMediator): void
+ startTransaction(int): void
+ terminateFault(): void
+ TransactionController(MainController)

**TransactionControllerState**

# txCtrl: TransactionController {readOnly}

+ cancelTransaction(): void
+ completeTransaction(int): void
+ endMaintenance(): void
+ processMoneyReceived(int): void
+ startMaintenance(): void
+ startPayment(): void
+ startTransaction(int): void
+ terminateFault(): void
# TransactionControllerState(TransactionController)

-state

**IdleState**

- dispenseCtrl: DispenseController {readOnly}
- drinksBrand: DrinksBrand
- mediator: PaymentMediator
- storeItem: StoreItem

+ cancelTransaction(): void
+ endMaintenance(): void
+ IdleState(TransactionController)
+ startMaintenance(): void
+ startTransaction(int): void

**TransactionState**

- custPanel: CustomerPanel {readOnly}
- dispenseCtrl: DispenseController {readOnly}
- mediator: PaymentMediator
- price: int = 0
- selection: int = -1

+ cancelTransaction(): void
+ completeTransaction(int): void
+ processMoneyReceived(int): void
+ startMaintenance(): void
+ startPayment(): void
+ TransactionState(TransactionController)

**FaultState**

- custPanel: CustomerPanel {readOnly}
- dispenseCtrl: DispenseController {readOnly}
- mediator: PaymentMediator {readOnly}

+ FaultState(TransactionController)
+ startMaintenance(): void
+ terminateFault(): void

**MaintenanceState**

+ endMaintenance(): void
+ MaintenanceState(TransactionController)