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+ AbstractLogicDependant
# logic : CentralStationLogic
+ AbstractLogicDependant(logic : CentralStationLogic)
                                                                       +BanknoteDispenserController
                                              - available: List<Banknote>
                                                 getAvailableBanknotes(): List<Banknotes>
                                              + banknotesEmpty(dispenser: IBanknoteDispenser)
                                                banknoteAdded(dispenser: IBanknoteDispenser, banknote: Banknote)
                                                banknoteRemoved(dispenser: IBanknoteDispenser, banknote: Banknote)
                                                 banknotesLoaded(dispenser: IBanknoteDispenser, banknote: Banknote...)
                                                 banknotesUnloaded(dispenser: IBanknoteDispenser, banknote: Banknote...)
                                                 moneyFull(dispenser: IBanknoteDispenser)
                                                                                      +CashPaymentController
                                             + CashPaymentController(logic : CentralStationLogic)
                                             + processCashChange (overpay : BigDecimal) : BigDecimal
                                             + goodBanknote (validator : BanknoteValidator, currency : Currency, denomination : BigDecimal) : void
                                             + badBanknote (validator : BanknoteValidator) : void
                                             + enabled (component : IComponent <? extends IComponentObserver>) : void
                                             + disabled (component : IComponent <? extends IComponentObserver>) : void
                                             + turnedon (component : IComponent <? extends IComponentobserver>) : void
                                             + turnedoff (component : IComponent <? extends IComponentobserver>) : void
                                                                            +CoinDispenserController
                                             - available : List<Coin>
                                              + CoinDispenserController(logic : CentralStationLogic, denomination : BigDecimal)
                                                 getAvailableChange () : List<Coin>
                                                 coinsEmpty (dispenser : ICoinDispenser) : void
                                                 coinAdded (dispenser : ICoinDispenser, coin : Coin) : void
                                                 coinRemoved (dispenser : ICoinDispenser, coin : Coin) : void
                                                 coinsLoaded (dispenser : ICoinDispenser, coins : Coin ... ) : void
                                                 coinsUnloaded (dispenser : ICoinDispenser, coins : Coin ... ) : void
                                                 enabled (component : IComponent <? extends IComponentObserver>) : void
                                                 disabled (component : IComponent <? extends IComponentObserver>) : void
                                                 turnedon (component : IComponent <? extends IComponentObserver>) : void
                                                 turnedoff (component : IComponent <? extends IComponentobserver>) : void
                                              + coinsFull (dispenser : ICoinDispenser) : void
                                                                              +CoinPaymentController
                                                  + turnedOff(component : IComponent<? extends IComponentObserver>) : void
                                                     turnedOn(component : IComponent<? extends IComponentObserver>) : void
                                                     disabled(component : IComponent<? extends IComponentObserver>) : void
                                                     enabled(component : IComponent<? extends IComponentObserver>) : void
                                                     invalidCoinDetected(validator : CoinValidator) : void
                                                    validCoinDetected(validator : CoinValidator, value : BigDecimal) : void
                                                     processCoinChange(overpay : BigDecimal) : BigDecimal
                                                    CoinPaymentConroller(logic : CentralStationLogic)
                                                                          + WeightDiscrepancyController
                                             + aDeviceHasBeenTurnedOff(device : IDevice<? extends IDeviceListener>) : void
                                             + aDeviceHasBeenTurnedOn(device : IDevice<? extends IDeviceListener>) : void
                                             + aDeviceHasBeenDisabled(device : IDevice<? extends IDeviceListener>) : void
                                             + aDeviceHasBeenEnabled(device : IDevice<? extends IDeviceListener>) : void
                                             + theMassOnTheScaleHasExceededItsLimit(scale : IElectronicScale) : void
                                             + notifyUnderload() : void
                                             + notifyOverload() : void
                                             + theMassOnTheScaleHasChanged(scale : IElectronicScale, mass : Mass) : void
                                             + WeightDiscrepancyController(logic : CentralStationLogic)
                                                                           + ReceiptPrintingController
                                              - duplicateReceipt : String
                                                inkHasBeenAddedToThePrinter() : void
                                                 paperHasBeenAddedToThePrinter() : void
                                                 thePrinterHasLowPaper() : void
                                                 aDeviceHasBeenTurnedOff(device : IDevice<? extends IDeviceListener>) : void
                                                 aDeviceHasBeenTurnedOn(device : IDevice<? extends IDeviceListener>) : void
                                                 aDeviceHasBeenDisabled(device : IDevice<? extends IDeviceListener>) : void
                                                 aDeviceHasBeenEnabled(device : IDevice<? extends IDeviceListener>) : void
                                                 thePrinterIsOutOfInk() : void
                                                 thePrinterIsOutOfPaper() : void
                                                 onPrintinfFail() : void
                                              + finish() : void
                                                 printReceipt(receiptText : String) : void
                                              + handlePrintReceipt(change : BigDecimal) : String
                                              + ReceiptPrintingController(logic : CentralStationLogic)
                                                                              + AddPLUItemController
                                                              + addPLU(plu : PriceLookUpCode) : void
                                                             + AddPLUItemController(logic : CentralStationLogic)
                                                                          + CardReaderController
                                             + theCardHasBeenRemoved () : void
                                             + aDeviceHasBeenTurnedOff (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenTurnedOn (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenDisabled (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenEnabled (device : IDevice <? extends IDeviceListener>) : void
                                             + theDataFromACardHasBeenRead (data : CardData) : void
                                             + aCardHasBeenTapped () : void
                                             + aCardHasBeenInserted () : void
                                             + aCardHasBeenSwiped () : void
                                             + CardReaderController (logic : CentralStationLogic)
                                                                           + AddBarcodedItemController
                                             + aDeviceHasBeenTurnedOff (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenTurnedOn (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenDisabled (device : IDevice <? extends IDeviceListener>) : void
                                             + aDeviceHasBeenEnabled(device : IDevice <? extends IDeviceListener>) : void
                                             + aBarcodeHasBeenScanned (barcodeScanner : IBarcodeScanner, barcode : Barcode) : void
                                             + addBarcode (barcode : Barcode) : void
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+ AddBarcodedItemController(logic : CentralStationLogic)