Class
SnackMachineCreating
createSnackMachine :SnackMachine

Coin
TenC:Coin
TwentyC:Coin
FiftyC:Coin
OneDollar:Coin

getValue:long
getCoin():Coin

MoneyPaper
TwentyDollar: MoneyPaper
FiftyDollar: MoneyPaper

getValue:long
getMoneyPaper():
MoneyPaper

interface
Money
getValue:long

user

interface
SnackMachine
insertMoney(money):void
insertCard(money):void
selectItem(keypad):long
reset:void

Class
SnackMachine
theSelectedItem
moneyStocking:Stocking
slots:maping
soltStocking: Stocking

Initialize : void()
insertMoney(money):void
insertCard(card):void
moneyMonitor():void
selectItem():void
incrementMoneyStocking(money):void
decrementMoneyStocking(money):void
decrementSoltItem(keypad):void
getItem(item):void
displayMsg(msg):void
reset(keypad):void

user

Class
Item
Price:long
Name:string
Enumeration:int

user

user

Class
stocking
putItem(item1,item2):item
getItem(item3):item3

user

Class
Slots
Item:Item
Num:int

user

Class
Card
Money:double
decAmount(card,amount):boolean

Class
TheCard
createTheCard():TheCard

Class
boucets
Item:item
Thecard:card
Money:list

Class
Insertmoney
Message:string

Class
InsertCard
Message:string

class
NotEnoghMoney
Message:string

Class
SoldOut
Message:string

Class
TryAgain
Message:string

Class
NotFound
Message:string