**Dispenser**

--- stockedProducts: Product []

--- customerAccess: Customer

--- bossAccess: Boss

--- cashInMachine: double

--- isStocked: bool

+ <<constructor>> Dispenser (): void

# viewStock (): void

# disableMachine(): void

--- setCustomerAccess (): void

+ customerLogin (): void

+ acceptPayment(payment: double): void

+ dispenseChange(): double

+ dispenseProduct (input: String): Product

--- setBossAccess (): void

+ bossLogin (password: String): void

+ stockProduct: void

+ withdrawCash(withdraw: double): void

+ depositCash(deposit: double): void

+ setProductPrice(price: double): void