

ProgramSelect
<div><div>-mProgram: *IProgram</div><div>-currentProgram: int</div></div>
<div>+Poll() : void</div> <div>+ProgramSelect(IProgram *)</div> <div>+ProgramSelect()</div> <div>+GetProgramType(): char</div> <div>+InstallStartHandler((* handler) : void): void</div> <div>+~ProgramSelect</div>

CoinWallet
<div><div>-int coins50</div><div>-int coins10</div><div>-int counts200</div><div>-coin: ICoin*</div></div>
<div>+CoinWallet()</div> <div>+CointWallet(ICoin *)</div> <div>+addCoin10(): void</div> <div>+addCoin50(): void</div> <div>+addCoin200(): void</div> <div>+getAmount(): void</div> <div>+poll(): void</div> <div>+withdraw(amount: int): int</div> <div>+~CoinWallet()</div>

Lock
<div><div>-locked: boolean</div><div>-lock: ILock*</div></div>
<div>+Lock()</div> <div>+Lock(ILock *)</div> <div>+LockMachine(): void</div> <div>+CheckLock(): boolean</div> <div>+~Lock()</div>

Soap
<div><div>-soap : ISoap*</div><div>-soapCpt1: boolean</div><div>-soapCpt2: boolean</div></div>
<div>+LockCpt1()</div> <div>+Soap(ISoap *)</div> <div>+LockCpt2(): void</div> <div>+checkCpt1(): boolean</div> <div>+checkCpt2(): boolean</div> <div>+~Soap()</div>

Motor
<div><div>-motor: IMotor*</div><div>-direction: boolean</div><div>-speed: int</div></div>
<div>+Motor()</div> <div>+Motor(IMotor*)</div> <div>+ Start(speed: int)</div> <div>+ Stop()</div> <div>+ getSpeed(): int</div> <div>+ getDirection(): boolean</div> <div>+ setDirection(dir: boolean)</div> <div>+~Motor()</div>

Water
<div><div>-water: IWater*</div><div>-currentLevel: int</div><div>-desiredLevel: int</div></div>
<div>+Water()</div> <div>+Water(IWater*)</div> <div>+ CheckLevel: int</div> <div>+ setLevel(level:int) : void</div> <div>+ Poll(): void</div> <div>+ setSink(state: boolean)</div> <div>+ setDrain(state: boolean)</div> <div>+ checkSink(): boolean</div> <div>+ checkDrain(): boolean</div> <div>+ ~Water()</div>

Temperture
<div><div>-temp: ITemperture*</div><div>-currentTemperture: int</div><div>-desiredTemperture: int</div></div>
<div>+Temperture()</div> <div>+Temperture(ITemperture*)</div> <div>+ GetDesired(): int</div> <div>+ CheckTemperture(): int</div> <div>+ SetTemperture(level: int)</div> <div>+ Poll()</div> <div>+~Temperture()</div>

Buzzer
<div><div>-buzzer: IBuzzer*</div></div>
<div>+Buzzer()</div> <div>+Buzzer(IBuzzer*)</div> <div>+ SingleBuzzer(int duration): void</div> <div>+ MultipleBuzzer(int duration, int nrTimes)</div> <div>+~Buzzer()</div>