ProgramSelect

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

CoinWallet

- -int coins50
- -int coins10
- -int coints200
- -coin: ICoin*
- +CointWallet(ICoin *)
- +addCoin10(): void
- +addCoin50(): void
- +addCoin200(): void
- +getAmount(): void
- +poll(): void
- +withDraw(amount: int): int
- +~CoinWallet()

Lock

- -locked: boolean
- -lock: ILock*
- +Lock(ILock *)
- +LockMachine(): void
- +CheckLock(): boolean
- +~Lock()

Soap

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

Motor

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

Water

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

Temperture

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

Buzzer

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