#### Buzzer CLASS

Buzzer is the class contains the functions and variables for handling the buzzer.

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| Properties | | |
| buzzer | IBuzzer \* | An pointer with point to an IBuzzer object. It is used to reference to methods related to buzzer functionalities in hardware class |
| Operations | | |
| Buzzer(IBuzzer \*) : *constructor of the class* | | |
| SingleBuzzer(int duration) : void  *This is used to let buzzer beep once for a specific duration (in ms).* | | |
| MultipleBuzzer(int duration) : void  *This is used to let buzzer beep for specific times, each beep in specific duration (in ms) and pauses in same duration between every two beeps.* | | |
| Remarks:  All functions are implemented. The unit test environment and implementation of the unit test are setting up | | |

#### temperature CLASS

Temperature is the class contains the functions and variables for handling heater and the temperature of the water in the machine

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| --- | --- | --- |
| Properties | | |
| currentTemperature | Integer | This is an instance variable to indicate the current temperature inside |
| desiredTemperature | Integer | This is an instance variable to indicate the temperature that the program desires |
| temp | ITemperature \* | An pointer with point to an ICoin object. It is used to reference to methods related to coin functionalities in hardware class |
| Operations | | |
| Temperature(ITemperature \*) : *constructor of the class* | | |
| GetDesired() : int  *This is used to get the desired temperature* | | |
| CheckTemperature() : int  *This is used to get the current temperature* | | |
| SetTemperature(int value): void  *This is used to control the heater to set and keep the temperature to the desired value* | | |
| Poll(): void  *This function is called in the main loop for polling all functions related to coin mentioned above.* | | |
| Remarks:  All functions are implemented. The unit test environment and implementation of the unit test are setting up | | |