

vending_machine_controller VendingMachine vendingMachine - <Product, int>productsInShoppingCart · int totalShoppingCart -Map<int,int> payments +void handlePaymentStates(context) +void completeOrder() +void getCoinsOut() +void _resetPayment() +void setShoppingCartInZero() +void resetShoppingCart() +bool isEnoughToPay() +bool canGiveChange() +void addCoinsToMachine() +void addCoinToPayment(int coinType) +void addCoinToPayment(int coinType) +void removeCoinFromPayment(int coinType +int getTotalAmountPayment() +int getProductAmountById(ProductID productID) +List<int> getCoinTypes() +void addProductToShoppingCart(ProductID productID) +void removeProductFromShoppingCart(ProductID productID) +int quantityOfProductInShoppingCart(ProductID productID) +int priceOfProductByID(ProductID productID) +Map<Product, int> getProductsOnShoppingCart() +bool shoppingCartIsEmpty() +void _updateShoppingCart() +int calculatePaymentAmount()

GeXController