Coffee Maker UML Diagrams

POT
- bool thereIsPot;
- bool brewPot;
- int numberOfCups;
+ SensorStatus();
+ activateHeat();
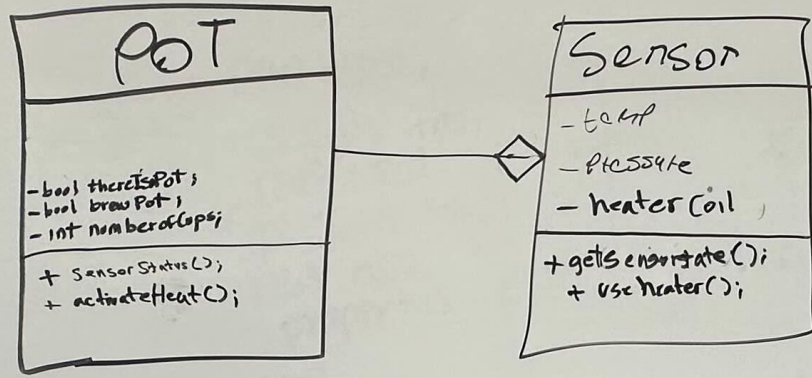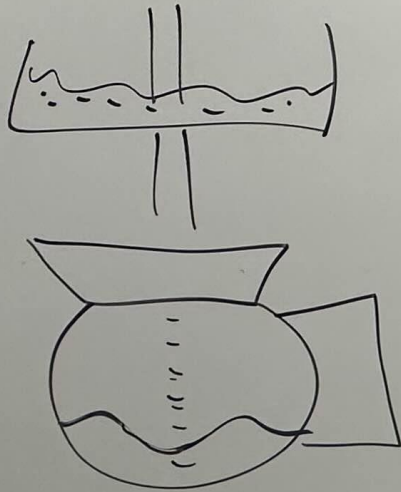
Sensor
- temp
- pressure
- heater Coil
+ getSensorState();
+ useheater();

class Pot {
  Pot(sensor)
  {
    sensor
  }
}

On Pot
detects poT
boil water Tank
goes into grounds
Turn off water heater
Turns on heater for time

Pot myNewPot Sensor senson);
                Pot(
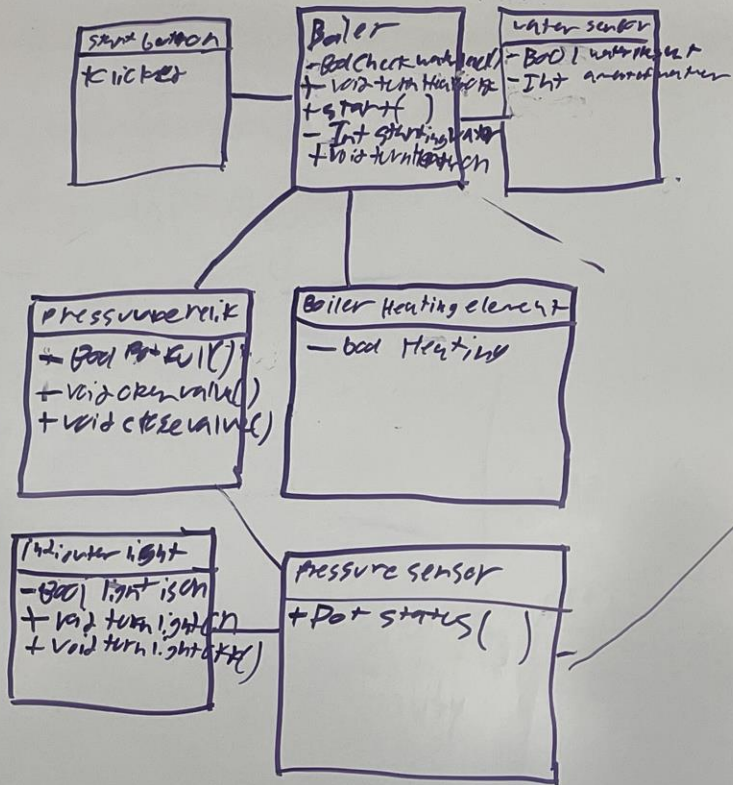Sensor sensors;

main {

Step s: a = True
    Pot mypot (Sensor   );
    while(a = 1) {
      void heater() {
        Pot.Activateheat()
      5:
    }
}

start button
+ clicked

Boiler
- Bool Check water level()
+ void turn Heating up
+ start()
- Int starting water
+ bool turn heating on

water sensor
- Bool water level
- Int amount water

Pressure relief
- Bool Pot full()
+ void open valve()
+ void close valve()

Boiler Heating element
- bool Heating

Indicator light
- Bool light is on
+ void turn light on
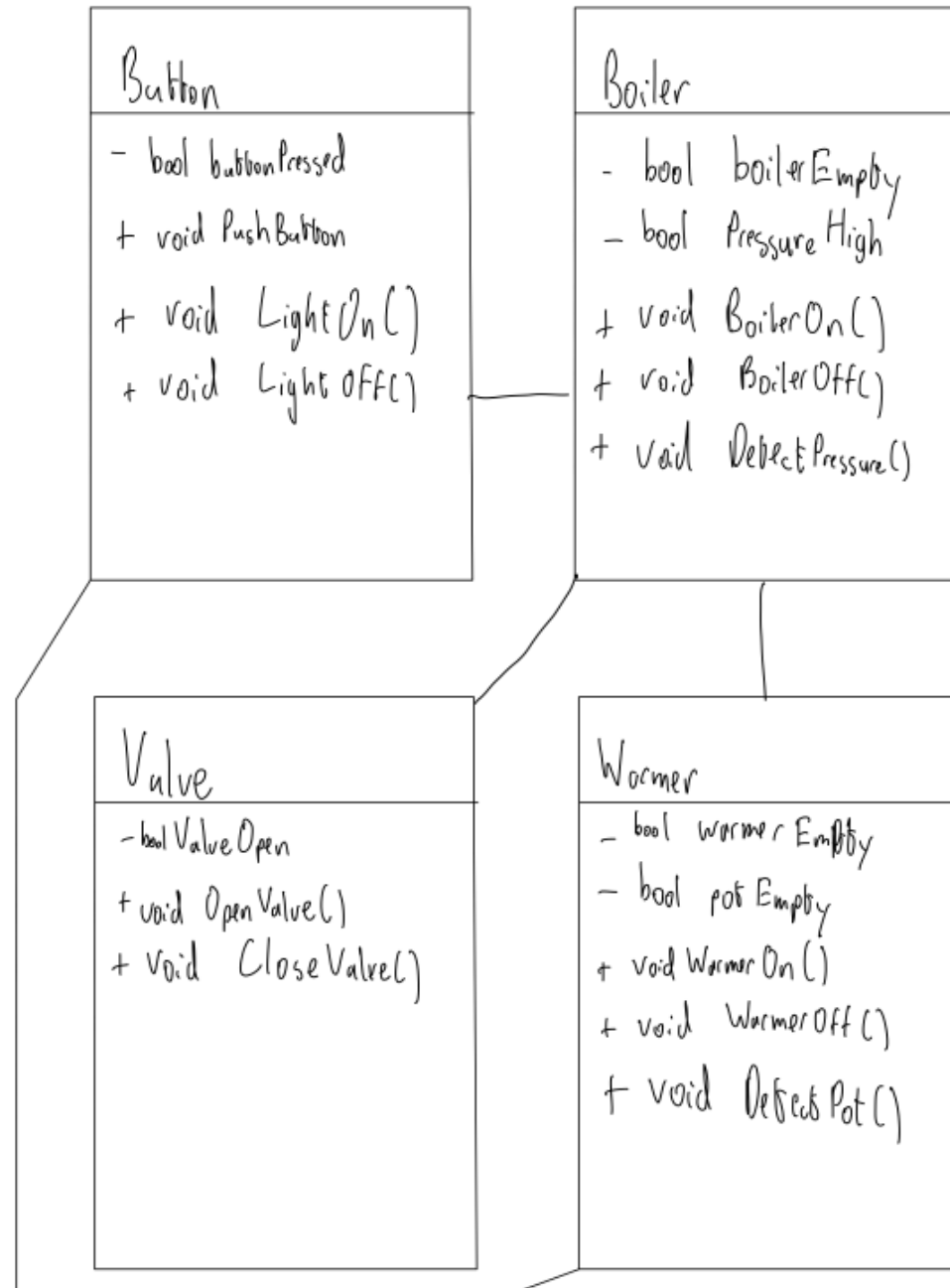+ void turn light off()

Pressure sensor
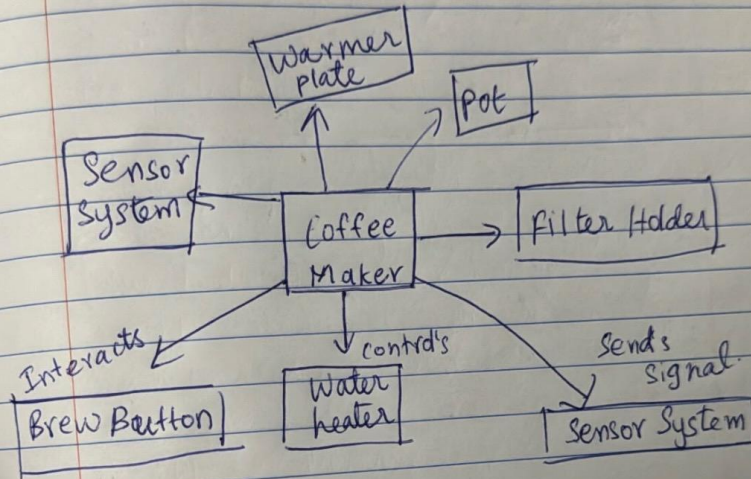+ Pot status()

Human actions
Add/change filter
Add/Remove pot

Delivery P
Filter/rec
Pot
Pressure LP
Plate hea
indicator
start butto
boiler heat
Water sen
water leve
boiler
Pressure

Coffee Maker	
-bool StartButton	
-double waterLevel	
-bool Light	
-bool Heater	
*void filter	
*bool pressureRelief	
*bool Deliver	

Coffee Pot	
-int weight	
-bool heater	
*bool pressureSense	
*int coffee	

Zach & Jewel

Button

- bool buttonPressed

+ void PushButton

+ void Light On ()
+ void Light OFF()

Boiler

- bool boilerEmpty
- bool Pressure High

+ void BoilerOn ()
+ void BoilerOff()
+ void Detect Pressure ()

Valve

- bool ValveOpen

+ void OpenValve()
+ void CloseValve()

Warmer

- bool warmerEmpty
- bool pot Empty

+ void Warmer On ()
+ void Warmer Off ()
+ void Detect Pot ()

Coffee Maker Machine.

Key Classes:
1. Coffee Maker
2. Water Heater
3. Filter Holder
4. Pot
5. Warmer plate
6. Brew button
7. Sensor System