

### «Java Class» PushButtonListenerDevice

-logic: VendingLogicInterface

+returnIsFull(CoinReturn): void

+coinsDelivered(CoinReturn,Coin[]): void

+PushButtonListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void +disabled(AbstractHardware<AbstractHardwareListener>): void

+pressed(PushButton): void

#### «Java Class» IndicatorLightListenerDevice

-logic: VendingLogicInterface +lightActivated: boolean

+lightDeactivated: boolean

+IndicatorLightListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void

+disabled(AbstractHardware<AbstractHardwareListener>): void

+activated(IndicatorLight): void +deactivated(IndicatorLight): void

## «Java Interface» VendingLogicInterface

+getEventLog(): EventLogInterface

+getCurrencyValue(): int

+welcomeMessageTimer(): void

+welcomeMessage(): void

+vendOutOfOrder(): void

+displayCredit():void

+displayPrice(int):void

+invalidCoinInserted(): void

+validCoinInserted(Coin): void

+dispensingMessage(): void

+returnChange(): void

+isExactChangePossible(): boolean

+determineButtonAction(PushButton): void

+selectionButtonAction(int): void

+findHardwareIndex(AbstractHardware<AbstractHardwareListener>): int

+disableHardware(AbstractHardware<AbstractHardwareListener>): void

+enableHardware(AbstractHardware<AbstractHardwareListener>): void

#### «Java Class» CoinSlotListenerDevice

-logic: VendingLogicInterface +insertedCoinValue: int +rejectedCoinValue: int

+CoinSlotListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void

+disabled(AbstractHardware<AbstractHardwareListener>): void

+validCoinInserted(CoinSlot,Coin): void +coinRejected(CoinSlot,Coin): void

#### «Java Class» CoinRackListenerDevice

-logic: VendingLogicInterface

+coinValue: int +coinCount: int +racksFull: boolean +racksEmpty: boolean

+CoinRackListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void

+disabled(AbstractHardware<AbstractHardwareListener>): void

+coinsFull(CoinRack): void

+coinsEmpty(CoinRack): void

+coinAdded(CoinRack,Coin): void

+coinRemoved(CoinRack,Coin): void

+coinsLoaded(CoinRack,Coin[]): void

+coinsUnloaded(CoinRack,Coin[]): void

# «Java Class» PopCanRackListenerDevice

-logic: VendingLogicInterface

+PopCanRackListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void

+disabled(AbstractHardware<AbstractHardwareListener>): void

+popCansFull(PopCanRack): void

+popCansEmpty(PopCanRack): void

+popCanAdded(PopCanRack,PopCan): void

+popCanRemoved(PopCanRack,PopCan): void

+popCansLoaded(PopCanRack,PopCan[]): void

+popCansUnloaded(PopCanRack,PopCan[]): void

#### «Java Class» CoinReceptacleListenerDevice

-logic: VendingLogicInterface

+coinValue: int +coinCount: int

+receptaclesFull: boolean

+CoinReceptacleListenerDevice(VendingLogicInterface)

+enabled(AbstractHardware<AbstractHardwareListener>): void

+disabled(AbstractHardware<AbstractHardwareListener>): void

+coinsFull(CoinReceptacle): void

+coinAdded(CoinReceptacle,Coin): void

+coinRemoved(CoinReceptacle,Coin): void

+coinsLoaded(CoinReceptacle,Coin[]): void

+coinsUnloaded(CoinReceptacle,Coin[]): void

