**Sequence Diagram (GUI to POST) GUI\* GUIMediator** TransactionBuilder **POST** User Starts client Creates mediator Starts transaction - startTransaction() Returns TransactionBuilder object Enters customer name Triggers listener Asks for contents of Customer text field Returns customer name Sets customer name Requests current details Returns details\*\* Disables Pay button Selects a UPC From drop-down Enters quantity Clicks "Add" button Triggers listener Asks for contents of Drop-down, quantity Returns UPC / Quantity Adds line item Requests current details Returns details\*\* Disables Pay button Selects payment type From drop-down Enters payment detail Triggers listener Asks for payment info Returns Payment Requests current details Returns details\*\* **Enables Pay button** Clicks "Pay" button Triggers listener Calls completeSale() Returns Transaction object Submits transaction Disables GUI Displays "Please Wait" Returns Receipt object Creates receipt window Shows receipt window Closes receipt window Clears POST GUI Starts transaction - startTransaction() Notes: Returns TransactionBuilder object \* GUI includes multiple displayable Swing components (CustomerArea, LineItemArea, et al) which are managed and monitored by the GUIMediator. \*\* The GUIMediator consults the TransactionBuilder when changes are made via the GUI to verify that there is sufficient information to complete the transaction (a customer name, one or more line items, and a valid payment) before enabling the Pay button. This is simplified for brevity above.