

CashRegister

+ cashAmount : double = defaultValue
+ transaction : boolean
- transactionAmount : double
- items: int
- payment : double
- cashDrawerName : String

+ CashRegister(0, false, "Default") : None
- drawerName(sName: String)
- startDay(initCash: double) : cash placed into drawer.
- finishDay(): amount of cash in register and empties cash in register
- startTransaction(): true if cash is in the drawer and not in the middle of a transaction. false otherwise.
- finishTransaction(): true if in the middle of a transaction and no money is owed. false otherwise
- scanItem(double itemPrice): price of item that was scanned added to total transaction. No return type. Void
- getTransactionTotal(): Total amount of transaction
- getNumItemsInTrans(): Total number of items in transaction
- getAmountPaid(): Amount paid
- getName(): Name of register
- isInTransaction(): Check to see if currently in a transaction
- getAmountOwed(): Returns the amount owed
- setName(): Set a name to the register
- collectPayment(double pay) : Takes payment and uses transaction total to subtract from it. If positive, give customer back money that is presented. If negative, customer still owes money. If 0, customer paid exact amount. Should be called until fully paid for.
- toString(): String representation of cash drawer. If in the middle of transaction, probably best to put return a different string representing that.