<<Boundary>>
userInterface

- person: String[] (or hashmap)
- item: String[] (or hashmap)
- price: double[] (or hashmap)

+ listNames(): void
+ listItems(): void
+ listPrices(): void
+ addPerson(String): void
+ addItem(String): void
+ addPrice(double): void
- scanReciept(): void
- addToTab(String, String, double): void
- removeTab(String): void
- saveTab(): void
+ exitTab(): void

1..*   1..*

<<Control>>
Google Android Vision API

- block: String
- line: String[]
- word: String[]
- items: hashMap<int, String>
- price: hashMap<int, double>

- splitBlock(block): linkedList<String>
- splitLine(line): linkedList<String>
- matchItem(line, word): String
+ saveItem(String): void
+ savePrice(double): void
- sendItemMap(hashMap): void
- sendPriceMap(hashMap): void

0

0..*   1..*   0..*

<<Entity>>
Person

- name: String
- amountOwed: double

+ getName(): String
+ setName(String): void
+ getAmountOwed(): double
+ setAmountOwed(double): void

1..*   1..*

<<Entity>>
Item

- name:String
- price: double

+ getName(): String
+ setName(String): void
+ getPrice(): double
+ setPrice(double): void

1

1..*

<<Entity>>
Tab

- entries: arrayList[]

+ getEntries(): void
+ saveEntry(String): void
+ deleteEntry(int): void

<<Boundary>>
userInterface

- person: String[] (or hashmap)
- item: String[] (or hashmap)
- price: double[] (or hashmap)

+ listNames(): void
+ listItems(): void
+ listPrices(): void
+ addPerson(String): void
+ addItem(String): void
+ addPrice(double): void
- addToTab(String, String, double): void
- removeTab(String): void
- saveTab(): void
+ exitTab(): void

1..*

1..*

0..*

0..*

<<Entity>>
Person

- name: String
- amountOwed: double

+ getName(): String
+ setName(String): void
+ getAmountOwed(): double
+ setAmountOwed(double): void

1..*

1..*

1

<<Entity>>
Item

- name:String
- price: double

+ getName(): String
+ setName(String): void
+ getPrice(): double
+ setPrice(double): void

<<Entity>>
Tab

- entries: arrayList[]

1..*

+ getEntries(): void
+ saveEntry(String): void
+ deleteEntry(int): void