### Beverage

coffee: int
tea: int
soup: int
cream: int
sugar: int
coffeeOrdered: int
teaOrdered: int
soupOrdered: int
creamOrdered: int
sugarOrdered: int

addCoffee()
addCream()
addSugar()
addSoup()
removeCoffee()
removeCream()
removeSugar()
removeTea()
removeSoup()
giveCoffee(): int
giveCream(): int
giveSugar(): int
giveSoup(): int

### CashBox

amountInSlot: int nickelsInSlot: int dimesInSlot: int quartersInSlot: int numOfNickels: int numOfDimes: int numOfQuarters: int valueOfNickels: int valueOfDimes: int valueOfQuarters : int numOfReturnQuarters: int numOfReturnDimes : int numOfReturnNlckels: int COFFEE\_PRICE : int TEA\_PRICE: int SOUP\_PRICE: int

amount: int

deposit(int, int, int)
giveBack(int)
returnQuarters(int)
returnDimes(int)
returnNickels(int)
store()
getCredits(): int
getTotal(): int
getTotalInSlot(): int
pushReturnButton()
addCoffeePrice()
addQuarter()
addDime()
addNickel()

### CoffeeGUIView

controller : CoffeeGUIController contentPane : Container

contentPane : Container buttonPanel: JPanel displayPanel: JPanel orderPanel: JPanel removePanel: JPanel extrasPanel: JPanel confirmPanel: JPanel orderCoffee: JButton orderCream: JButton orderSugar : JButton orderTea: JButton orderSoup : JButton removeCoffee: JButton removeCream: JButton removeSugar: JButton removeTea: JButton removeSoup: JButton confirm: JButton returnCoins: JButton insertQuarter: JButton insertDime : JButton insertNickel: JButton enterCoins : JButton totalAmount : JLabel coffeesOrdered: JLabel creamOrdered : JLabel sugarOrdered : JLabel teasOrdered : JLabel soupsOrdered: JLabel credits: JLabel

CoffeeGUIView( String, CoffeeGUIController ) makeButtons()

# CoffeeGUIController

cashBox : CashBox beverages : Beverage view : CoffeeGUIView

CoffeeGUIController (CashBox, Beverage)

# CoffeeGUI

cashBox : CashBox beverages : Beverage guiController : CoffeeGUIController

main(String[])