items Package Diagram

ItemAddedRule

+ ItemAddedRule(mainScanner: IBarcodeScanner, handheldScanner: IBarcodeScanner, itemManager: ItemManager)

innerListener

+ aBarcodeHasBeenScanned(barcodeScanner: IBarcodeScanner, barcode: Barcode): void
+ aDeviceHasBeenEnabled(device: IDevice): void
+ aDeviceHasBeenDisabled(device: IDevice): void
+ aDeviceHasBeenTurnedOn(device: IDevice): void
+ aDeviceHasBeenTurnedOff(device: IDevice): void

<< interface >>
BarcodeScannerListener

Session

- scs: AbstractSelfCheckoutStation
sessionState: SessionState
- prevState: SessionState
- disableSelf: boolean
- funds: Funds
- weight: Weight
- receipt: Receipt
- membership: Membership
- membershipNumber: String
- hasMembership: boolean
- requestApproved: boolean
- itemAdded: boolean
- itemRemoved: boolean

+ Session()
+setup(manager: ItemManager, funds: Funds, weight: Weight, receiptPrinter: Receipt, membership: Membership, scs: AbstractSelfCheckoutStation, bagdispenser: BagDispenserController): void
+ start(): void
+ cancel(): void
+ enteringMembership(): void
+ enable(): void
+ disable(): void
+ payByCash(): void
+ payByCard(): void
+ addBags(): void
+ cancelAddBags(): void
+ purchasebags(num: int): void
+ printReceipt(): void
+ addBulkyItem(): void
+ attendantApprove(request: Request): void
+ stateChanged(): void
+ askForHelp(): void
+ getItems(): HashMap<Product, BigInteger>
+ getBulkyItems(): HashMap<BarcodedProduct, Integer>
+ getFunds(): Funds
+ getWeight(): Weight
+ getManager(): ItemManager
+ getReceipt(): Receipt
+ getMembership(): Membership
+ getMembershipNumber(): String
+ membershipEntered(): boolean
+ getStation(): AbstractSelfCheckoutStation
+ getState(): SessionState
+ getPrevState(): SessionState
+ getListeners(): ArrayList<SessionListener>

ItemManager

- addItems: boolean
- addPLUItemState: boolean

+ setAddItems(value: boolean): void
+ getAddItems(): boolean
+ addItem(code: PriceLookUpCode): void
+ isAddPLUItemState(): boolean
+ getPluProduct(): PLUCodedProduct
+ getLastProduct(): Product
+ addItem(product: BarcodedProduct): void
+ addItem(product: PLUCodedProduct, mass: Mass): void
+ addBulkyItem(): void
+ addPurchasedBags(product: ReusableBagProduct): void
+ removeItem(product: ReusableBagProduct): void
+ removeItem(product: BarcodedProduct): void
+ removeItem(product: PLUCodedProduct): void
+ getItems(): HashMap<Product, BigInteger>
+ getBulkyItems(): HashMap<BarcodedProduct, Integer>
+ getVisualCatalogue(): HashMap<String, Product>
+ clear(): void

- manager

- bulkyItems

BarcodedProduct

PLUCodedProduct

- pluProduct

Product

Extends

- PLUProductWeights
- lastProduct
- visualCatalogue
- addedProducts

ReusableBagProduct {leaf}

- idealMass: Mass {readOnly}
- bagPrice: double
- bag: ReusableBagProduct
- amtAdded: int
- description: String

+ getBag(): ReusableBagProduct
+ getExpectedWeight(): double
+ getDescription(): String
+ setAdded(amt: int): void
+ getAdded(): int
+ setPrice(newPrice: double): void

<< interface >>
IReusableBagDispenser

- bagDispenser

BagDispenserController

- outOfBags: boolean

+ BagDispenserController(dispenser: IReusableBagDispenser, manager: ItemManager)
+ dispenseBag(num: int): void

- bagDispenser

InnerListener

+ aDeviceHasBeenEnabled(device: IDevice): void
+ aDeviceHasBeenDisabled(device: IDevice): void
+ aDeviceHasBeenTurnedOn(device: IDevice): void
+ aDeviceHasBeenTurnedOff(device: IDevice): void
+ aBagHasBeenDispensedByTheDispenser(): void
+ theDispenserIsOutOfBags(): void
+ bagsHaveBeenLoadedIntoTheDispenser(count: int): void

« interface »
ReusableBagDispenserListener

« interface »
ItemListener

PLUItemAddedRule

+ PLUItemAddedRule(scannerScale: IElectronicScale, i: ItemManager)

ItemManagerListener

- outerSession: Session

+ anItemHasBeenAdded(product: Product, mass: Mass, price: BigDecimal): void
+ anItemHasBeenRemoved(product: Product, mass: Mass, price: BigDecimal): void
+ aPLUCodeHasBeenEntered(product: PLUCodedProduct): void

SelfCheckoutStationLogic

- attendant: Attendant
- session: Session

+ installAttendantStation(as: AttendantStation): void
+ installOn(session:Session, scs:SelfChekoutStation) : SelfCheckoutStationLogic
+ getAttendant(): Attendant
+ getSession(): Session
+ populateDatabase(barcode: Barcode, product: BarcodedProduct, amount: int): void
+ populateDatabase(plu: PriceLookUpCode, product: PLUCodedProduct, amount: int): void

- manager

- itemManager

listeners

- pluProduct

- itemManager