## CashRegister

Mitch Gavars | February 4, 2019

## CashRegister

cashInDrawer : double

transTotal : double

numItemsInTrans : int

sName : String

isInTransaction: boolean

amountPaid: double

CashRegister()

CashRegister( sName : String) startDay( initCash : double)

finishDay() : double

startTransaction(): boolean finishTransaction(): boolean scanItem(priceOfItem: double) getTransactionTotal(): double getNumItemsInTrans(): int getAmountPaid(): double

getName() : String

isInTransaction() : boolean
getAmountOwed() : double
setName( newName : String)

collectPayment( customerPayment : double) : double

## Description

This blank UML template can help you:

- Access shapes to create UML activity, sequence, state machine, or use case diagrams
- Describe the boundary, structure, and behavior of a system and its objects
- Create a UML diagram starting from a blank canvas

Add content to customize this blank canvas to your use case.

## Tutorials

(Hold Shift +  $\Re$  or Ctrl, then click)

Watch Lucidchart basic tutorials

