VendingMachine

Delay

- timer: Timer*

+ wait_ms()

+ wait_s()

Scheduler

- tasks: List<Task *>

- timer: Timer*

- sort_by_task_priority()

+ add_task()

+ delete_task()

+ set_timer()

+ run()

Timer

- run()

tick_period_ms: int

ticks: Tick

tasks_table: List<Task*>

update_tasks_table()

+ start()

+ set_tick_period()

+ set_ticks()

+ set_tasks_table()

+ get_ticks()

+ get_milliseconds()

+ get_seconds()

+ ticks_to_milliseconds()

+ ticks_to_seconds()

List

- head: Node*

- tail: Node*

- length: int

+ push_front()

+ push_back()

+ insert()

+ pop_front()

+ pop_back()

+ erase()

+ assign()

+ at()

+ clear()

+ size()

+ is_empty()

Task

- name: string

- period: Tick

- priority: int

- ready: boolean

- enabled: boolean

+ init()

+ set_name)

+ set_period()

+ set_priority()

+ get_name()

+ get_period()

+ get_priority()

+ is_ready()

+ set_ready()

+ is_enabled()

+ run()

+ suspend()

+ resume()

+ delay: Tick

+ timer: Timer*

TaskIdle

+ init()

+ run()

TaskStartup

+ init()

+ run()

TaskTimeControl

+ init()

+ run()

TaskReadOption

+ init()

+ run()

TaskWaitCoins

+ init()

+ run()

TaskSaveLog

+ init()

+ run()

TimerLinux

- run()

+ start()

TimerEmbedded

- run()

+ start()

1..1

1..0   1..0

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

1..0

1..1