GUI Expendedor

VentanaDeposito

+ agregarElemento(): void
# paintComponent(Graphics): void
+ borrarElemento(): void

CocacolaDeposito

+ agregarElemento(): void
# paintComponent(Graphics): void

Super8Deposito

+ agregarElemento(): void
# paintComponent(Graphics): void

SpriteDeposito

+ agregarElemento(): void
# paintComponent(Graphics): void

SnickersDeposito

+ agregarElemento(): void
# paintComponent(Graphics): void

FantaDeposito

+ agregarElemento(): void
# paintComponent(Graphics): void

PanelExpendedor

+ compraAction(String, int): void
+ paint(Graphics): void
+ errorAction(Exception): void

PanelPrincipal

+ main(String[]): void
+ paint(Graphics): void

VentanaDepositoGeneral

+ getFanta(): void
+ getSnickers(): void
+ getSuper8(): void
+ getMonedas(): void
+ getCocacola(): void
+ getSprite(): void

EstadoPanel

+ actionPerformed(ActionEvent): void
+ refreshEstadoPanel(String): void
+ paint(Graphics): void

VentanaTest

MonedaDeposito

depositoMonedas ArrayList<String>

+ getStringMonedaArraylist(int): void
# paintComponent(Graphics): void
+ borrarMonedas(): void
+ test(): void
+ repaintMonedas():void

PanelComprador

+ monedasArraylist: ArrayList<Moneda>
- monedaDeposito: MonedaDeposito
- estadoPanel: EstadoPanel

+ reiniciarprecioTotalmonedasArraylist(): void
+ paint(Graphics): void
+ precioTotalmonedasArraylist(): int
+ BorrarMonedasArrayList(): void
+ addmonedasArrayList(Moneda): void

MonedaDespositoGeneral

+ printMonedaDeposito(): JFrame