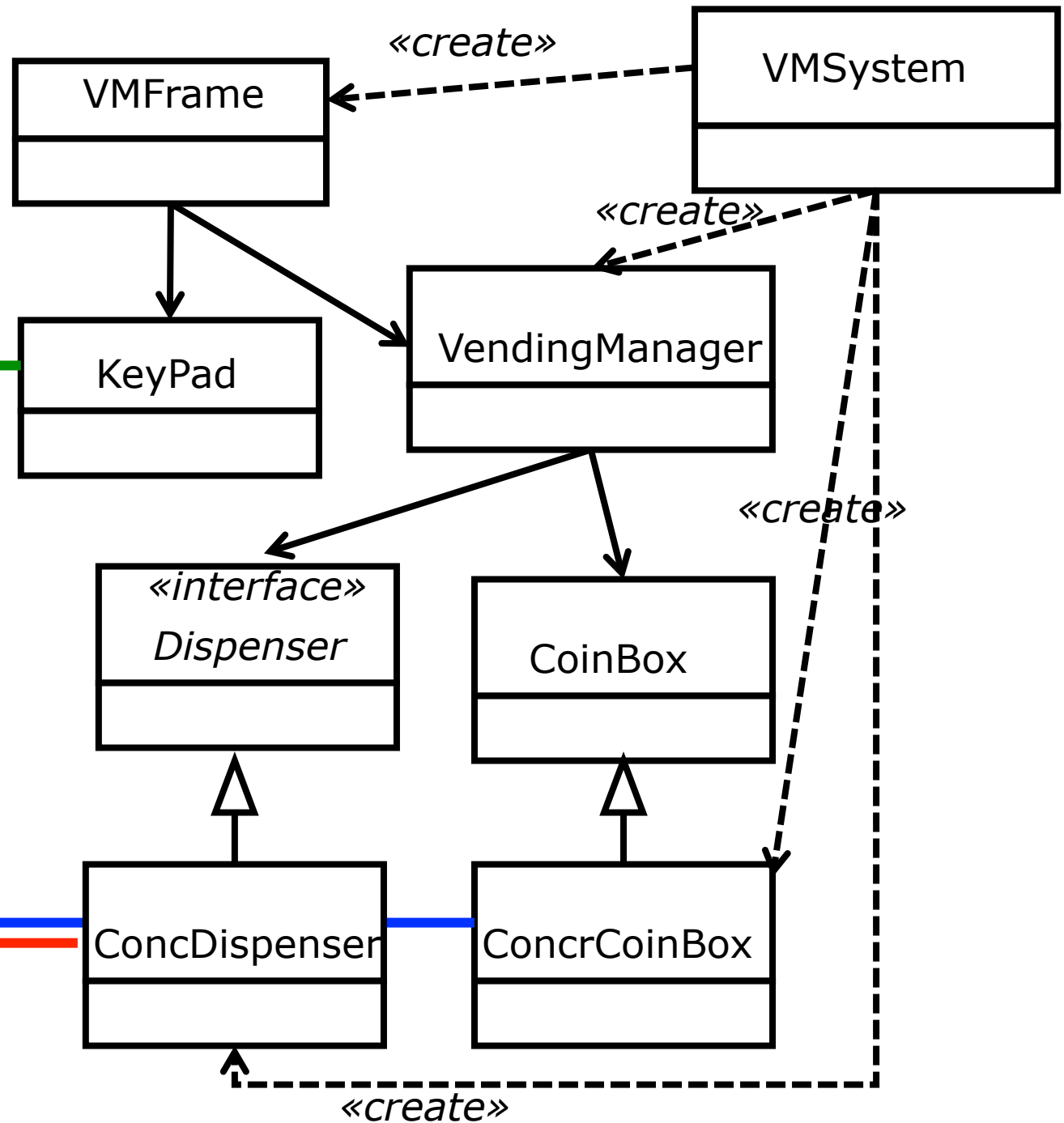# Running Example

Example description (1/5)

- CoinBox is a class that manages the content of the coin box of the real vending machine

  - It is expected to be subclassed by the ConcreteCoinBox class which handles the signals coming from the coinbox hardware

Example description (2/5)

- *Dispenser* : interface of the dispenser system
  - getRows() returns the number of rows in the dispenser
  - getColumns() returns the number of columnsin the dispenser
  - dispense(int,int) erogates the item at the given position
  - An implementation of this interface is not available, depends on the concrete hardware on which the system will be installed.
  - Method setPrice(int,int,int) can be invoked to show the price of an item on the dispenser (not expected to be implemented on all systems)

Example description (3/5)

- VendingManager: manages the vending of products:
  - Internally keeps a table with the price associated to each line item
  - Invokes the CoinBox to check if it contains enough money to sell the item.
  - Invokes the Dispenser to erogate an item

Example description (4/5)

- VMFrame: act as the controller of the GUI
  - Instantiates the keypad
  - Route calls to Dispenser
- KeyPad: keypad implemented in Java Swing with a small display

Example description (5/5)

- VMSystem: expected to be the "main" entry point. An implementation of the VMSystem is not available:
  - Depends on the hardware on which the VendingMachine is installed
  - The VMSystem in facts knows how to instantiate the concrete CoinBox and ConcreteDispenser