



Design Problem Statement && Diagrams

Special class

→ Vending Machine

Admin can act
as a Customer

→ Actors

↳ P. Actor ⇒ Customer ✓
Admin ✓

↳ S. Actor ⇒ System ✓

Customer	Admin ^{user}	System
<p>View product</p> <p>Select product</p> <p>insert money</p> <p>take product</p> <p>take money</p>	<p>add product</p> <p>remove product</p> <p>collect money</p> <p>// add small denomination cash</p>	<p>Search for product</p> <p><u>validate money</u></p> <p><u>Return change</u></p> <p>release product</p> <p>show error msg</p>

include

validate
money

---> <cin>

release
product

Select
product

---> <<in>>

Search
for
product

extend

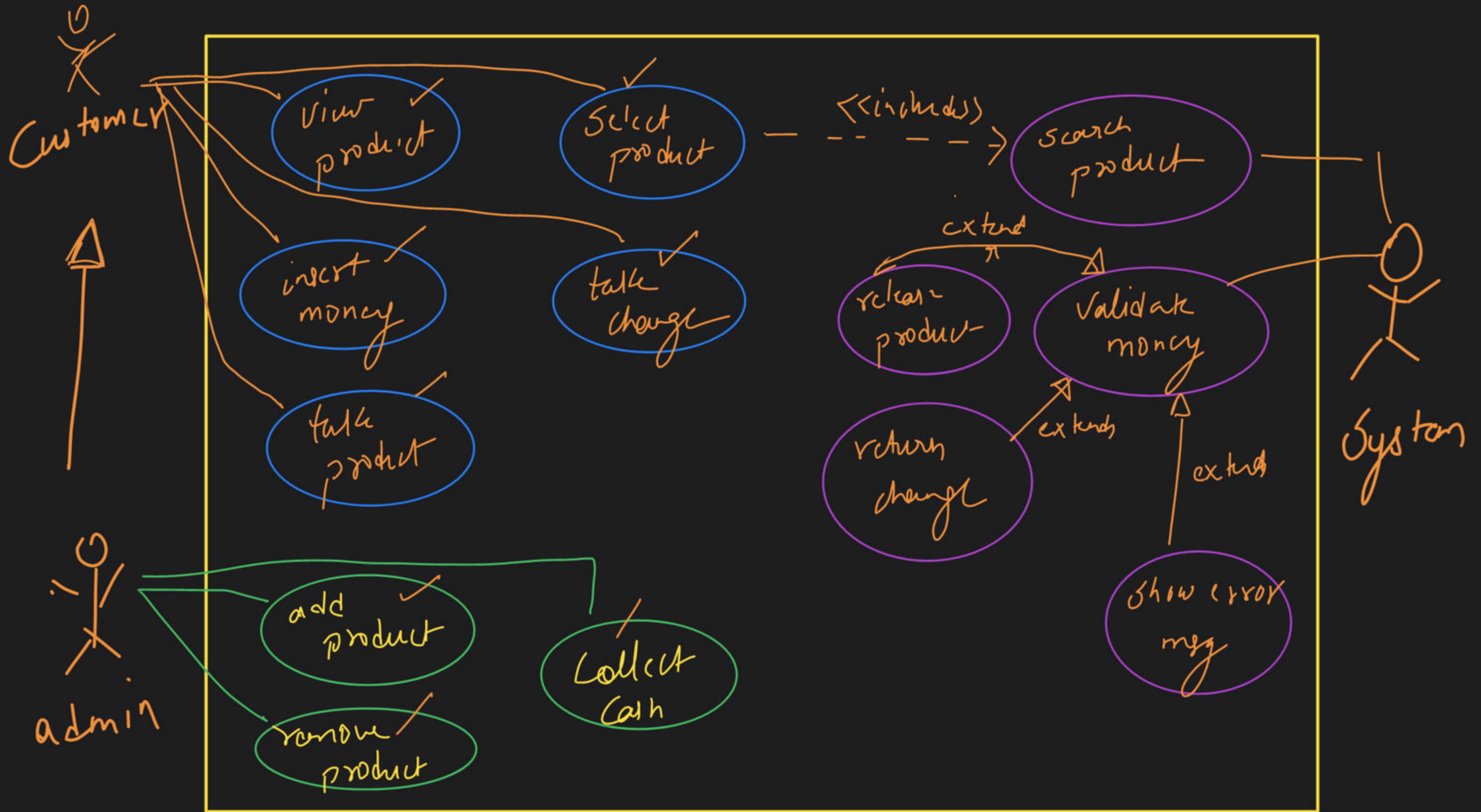
Validate
money

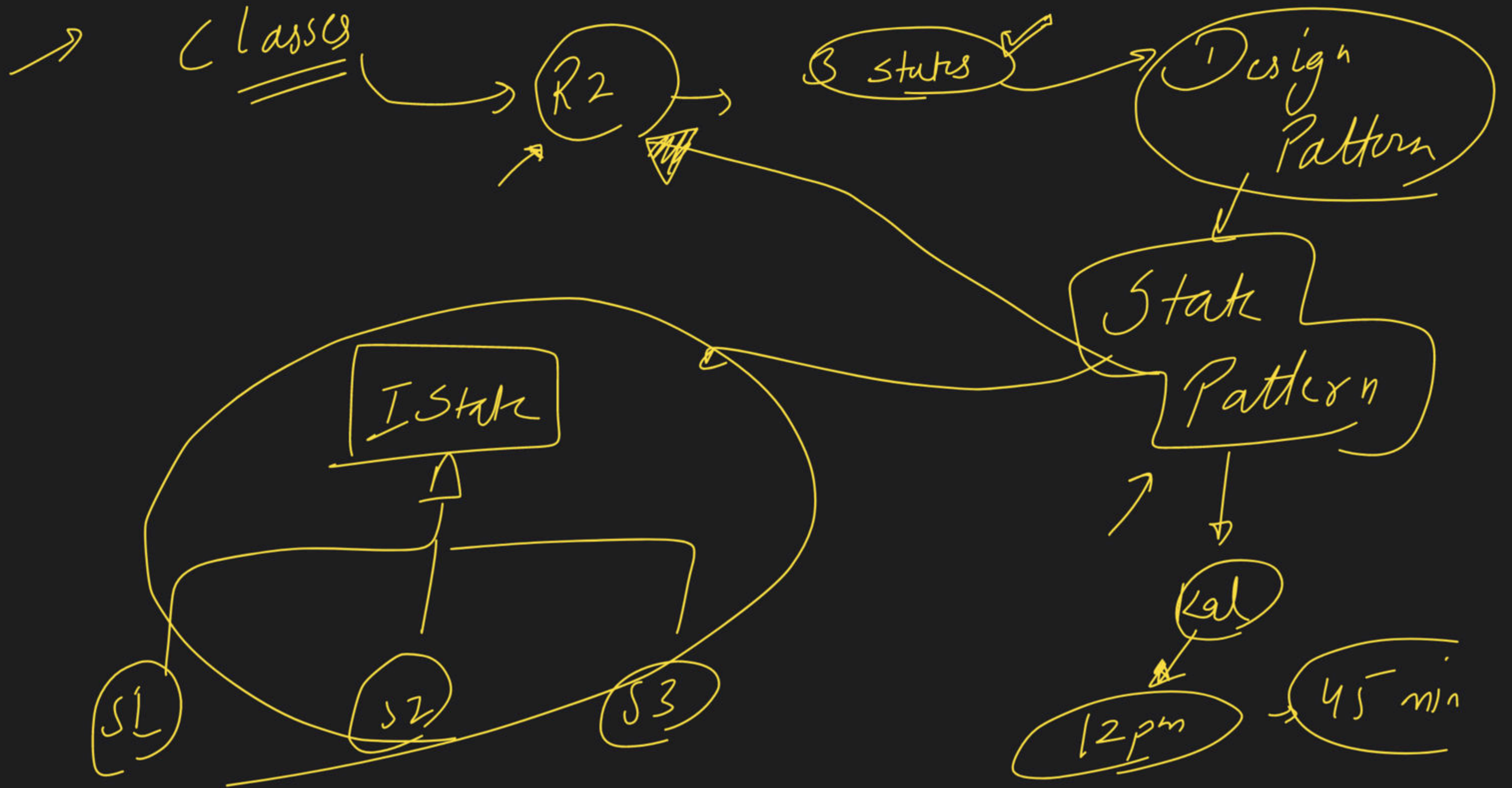
give
change

extend

extend

Show
Error





Classy

- ① State
- ② Product
- ③ Rack
- ④ VendingMachine

Admin

Notification

2 min
Break

- ① Product
- ② Slot
- ③ Rack

- ⑦ Notification
- ⑧ Vending Machine

- ⑤ State
- ⑥ Admin

12pm

→ class → relationships

→ Class Diagram

