GumballMachine			«Interface»		
noQuaterState :State hasQuaterState :State WinnerState :State soldState :State soldOutState :State	1		* State insertQuater() ejectQuater() turnCrank() dispense()		
insertQuarter() ejectQuarter() turnCrank() setState(state :State) releaseBall() getCount() refill(count :int)					
getState() getSoldOutState()	WinnerState	noQuaterState	soldState	hasQuarterState	soldOutState
getNoQuarterState()	GumballMachine machine	GumballMachine machine	GumballMachine machine	GumballMachine machine	GumballMachine machine
getHasQuarterState() getSoldState() toString()	insertQuater() ejectQuater() turnCrank()	insertQuater() ejectQuater() turnCrank()	insertQuater() ejectQuater() turnCrank()	insertQuater() ejectQuater() turnCrank()	insertQuater() ejectQuater() turnCrank()