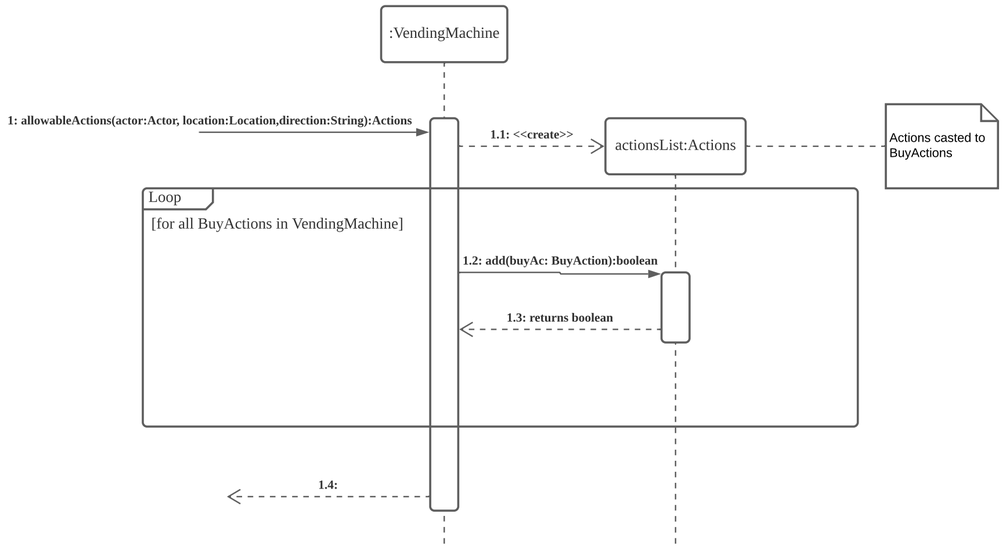
:VendingMachine
1: allowableActions(actor:Actor, location:Location,direction:String):Actions
1.1: <<create>>
actionsList:Actions
Actions casted to BuyActions
Loop
[for all BuyActions in VendingMachine]
1.2: add(buyAc: BuyAction):boolean
1.3: returns boolean
1.4: