Model-Main

Merchandise

+name: String
+price: float
+quantity: int

Controller

+Moneybox
+MerchandiseDB
+Payment

+createPayment(merchandise): void
+cancelPayment(): void
+addPayment_record(): void
+addMerchandise(merchandise): void
+updateMerchandise(merchandise, price, quantity): void
+sellMerchandise(name): void
+updateCoins(coins): void
+updateCash(cash): void
+addCash(cash): int
+addCoins(coins): int
+getMoney(): list?
+giveChange(change): list?

MerchandiseDB

+controller
+Merchandise_list: list?
+Merchandise_capacity: int

+addMerchandise(name): void
+updateMerchandise(name, price, quantity): void
+sellMerchandise(name): void
+getMerchandise(name): list
+alertMessage(): string
+MerchandiseDB(): void
+retrieve(): list?

MoneyBox

+controller
+coins: list?
+cash: list?
+coinCapacity: int
+cashCapacity: int

+updateCoins(coins): void
+getCoins(): list?
+updateCash(cash): void
+getCash(): list?
+alertMessage(): string

Payment

+controller
+name: string
+price: float
+createTime: int
+status: string
+paidMoney: int
+restTime: int

+delete(): void
+updatePaidMoney(money): void
+cancelPayment(): void
+checkPayment(): void