

### Class-Responsibility-Collaboration Cards

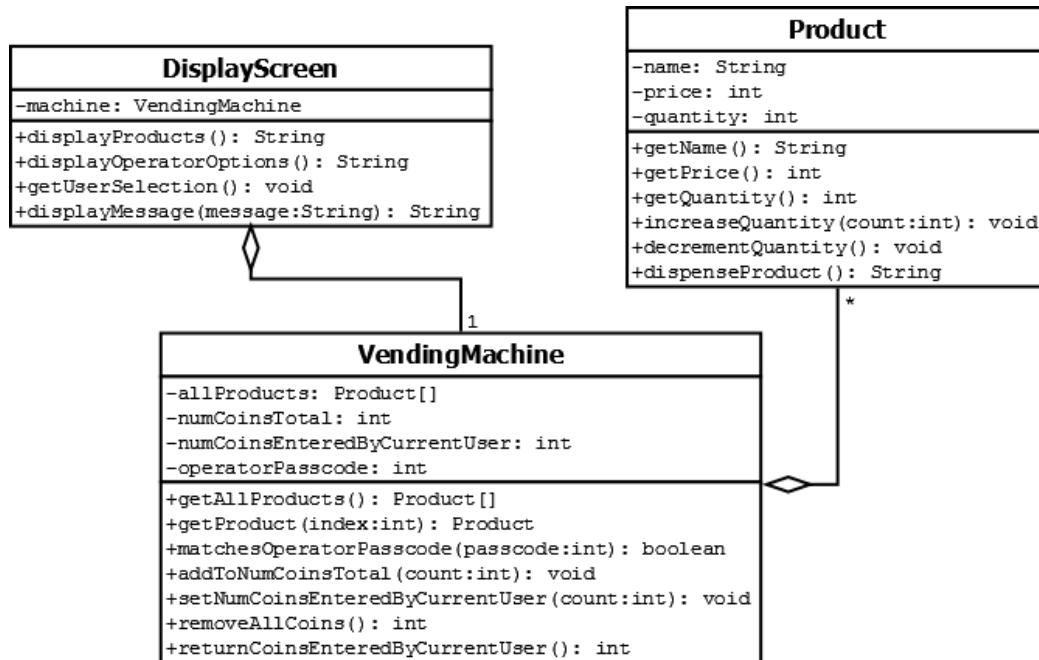
DisplayScreen
<i>display messages to user</i> <i>get user input from touchpad</i>

Product
<i>keep track of self information</i>

VendingMachine
<i>manage products</i> <i>manage number of coins</i> <i>manage operator passcode</i>
Product DisplayScreen

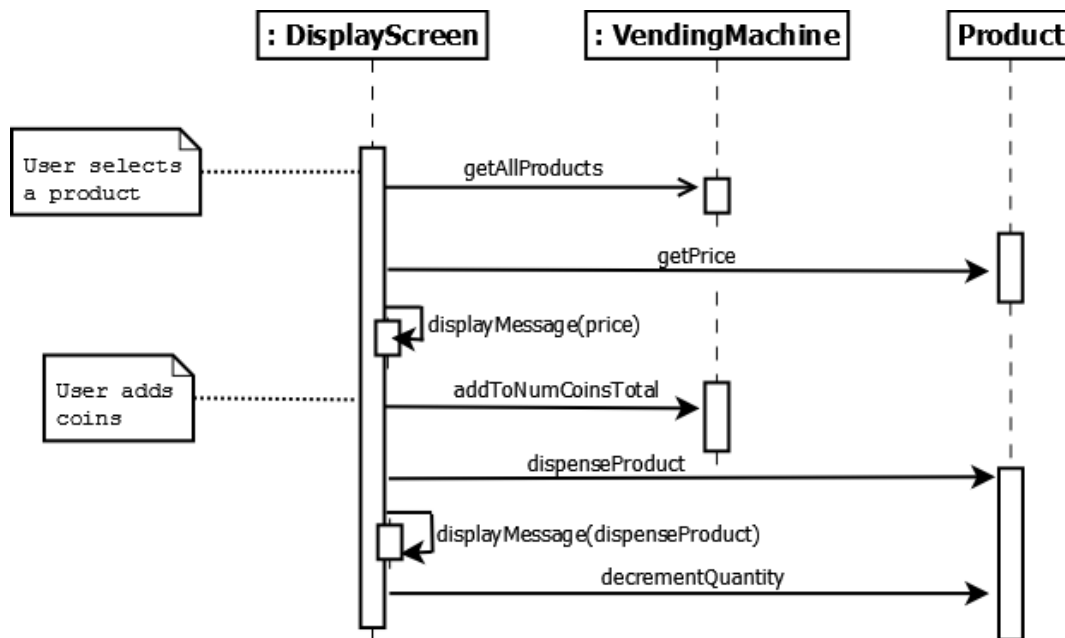
## UML Diagrams

### Class Diagram

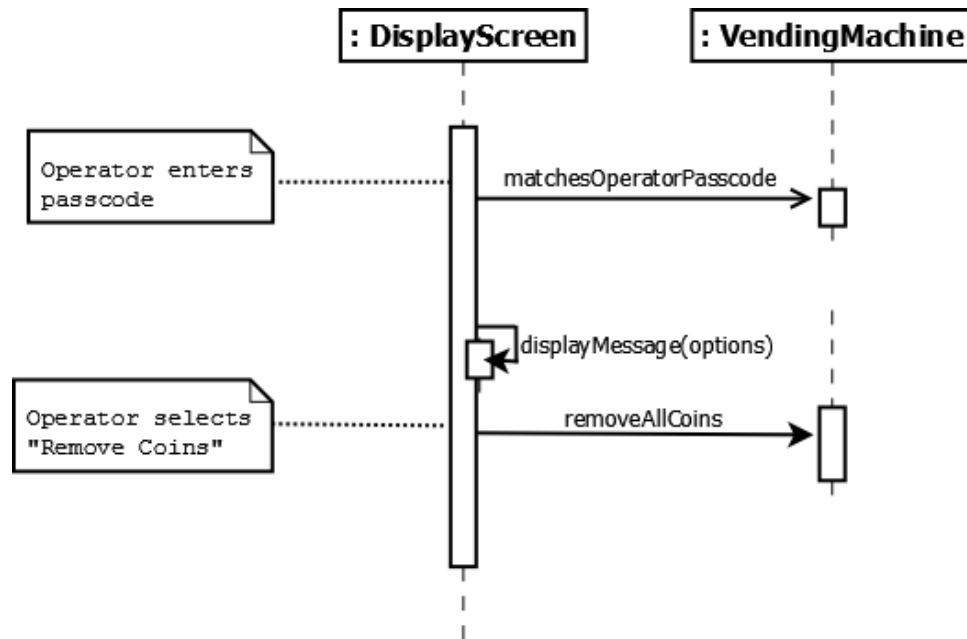


### Sequence Diagram

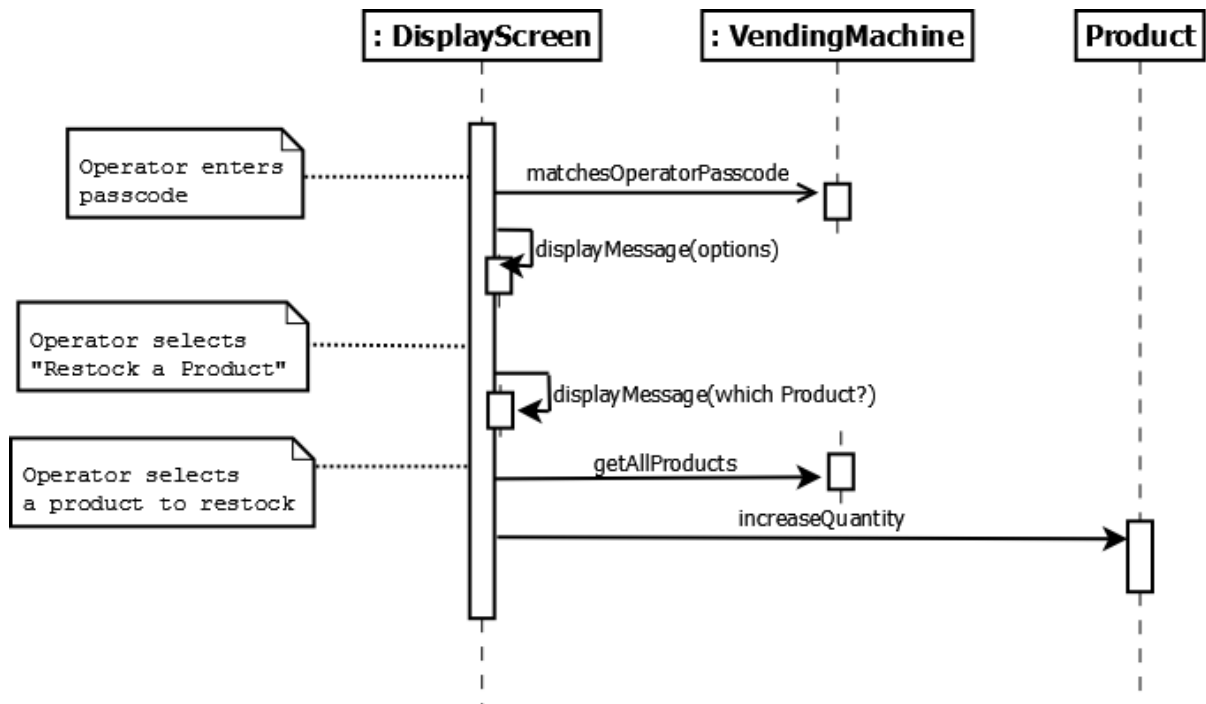
User Purchases a Product:



Operator Removes Coins:



Operator Restocks a Product:



State Diagram

None.