The goal of this assignment is to design, write, and test a Java program that simulates the operation of a vending machine that sells cans of soda.

This programming assignment will be due by Monday, October 14.

The External Interface

The interface to the vending machine, from the point of view of the user, will comprise the following components:

- a bill insertion slot, capable of depositing one-dollar bills;
- a stockpile that shows the cost of a soda can. It is assumed that the stockpile has only one brand of soda can
- a display that shows 1) the amount of money that the user has deposited so far when purchasing a soda, 2) an indication that the item is sold out, and 3) an indication that the item is purchased successfully;
- a beverage receiver, into which the machine drops a can of soda.

In normal operation, the user inserts dollar bills until the amount deposited equals the cost of the soda she wants. The vending machine either reports that the item is sold out or drops a can of soda into the beverage receiver.

1. Define a class for each of these components and supply it with appropriate methods, one for each mode of behavior or interaction that it can perform.

Internals

Internally, the vending machine will have a bill box for storing the deposited dollar bills from the user and a stockpile of soda cans.

Assembling the Pieces

2. Define a VendingMachine class. Each object of this class will have other objects inside it, stored in fields, belonging to the classes defined above. For this assignment, construct the vending machine with a full stockpile of soda cans.

3. Test your class by simulating the following transactions:
   - a successful purchase in which the customer receives a soda,
   - a purchase attempt that is unsuccessful because the stockpile contains no more cans of soda.

   Each of the above transactions needs to show, in the program output, the state of each of the components, explained in The External Interface, as it is modified in the course of the transaction.

   You may want to create an interactive interface that reads in instructions from the terminal window, performs the requested operations on the vending machine, and reports the results.

   Make sure to submit all .java files and test runs of your program that demonstrate the state of the components for each of the transactions.
I am indebted to my colleague, John David Stone, for assistance with this handout.

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