Programming Assignment: The Vending Machine
CSC 207, “Algorithms and Object-Oriented Design”
Department of Computer Science
Grinnell College
April 21, 2021
Due Date: April 29, 2021

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.

Use the start-up code in the following path on MathLAN to complete this assignment. Please use Eclipse to import files in vendingmachine directory into a Java project.

/home/hajiamini/courses/CSC207/startupcode/vendingmachine/

The Vending Machine Components

The internal and external components of the vending machine are shown below:

- a coin box for depositing quarters, dimes, and nickels;
- a second coin box for making change to be given to users;
- a bill box for depositing one-dollar bills;
- a stockpile that stocks a few brands of soda. Each brand has a quantity, price, and an ID;
- a display that shows 1) an indication that the item is sold out or 2) an indication that the item is purchased successfully;
- a beverage receiver that provides sodas to users.
- a change receiver where the machine drops change.
- a change light that turns on when the vending machine can not make enough change.

In a normal operation, the user inserts coins and one-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 asks the user to take soda from the beverage receiver. If the amount deposited exceeds the cost of soda, the machine drops coins, which make up difference, into the change receiver. The machine turns on the change light if it lacks (enough) coins to make up the difference between the cost of a soda and the amount deposited. If the machine lacks (enough) coins to pay the difference, it drops as many coins as it can to the change receiver. Your vending machine can use any technique to make change given that the second coin box contains appropriate coin types to make that change. Note that after each successful purchase, the deposited coins (not bills) are moved into the second coin box.

Complete the definition of a class for each of these pieces in the start-up code. Each class contains appropriate methods, one for each mode of behavior or interaction that it can perform.

Setup and Test

1. Complete the VendingMachineTester class. The main method of this class will set up the vending machine. Then, it allows users purchase sodas from the vending machine. To do this, the main method uses the objects of the vending machine pieces explained above.

2. Test your class by simulating the following transactions:

- A successful purchase in which the user receives a soda. The user may receive change, if any, after the purchase.
- A purchase attempt that is unsuccessful because the stockpile does not contain any soda.

The vending machine directory contains output.txt that shows a sample run of the program. This test run demos a couple of transactions.
The main method inside the VendingMachineTester class creates an interactive interface that reads in instructions from the terminal window, performs the requested operations on the vending machine, and reports their results.

Make sure to submit all .java files and test runs of your program. In addition, include a text file that shows commands for compiling and running your programs. Your program will be graded based on the following points:

- The vending machine correctly reports to the user whether a purchase is successful.
- The vending machine provides change, if any, to users when the amount of deposit is more than the price of soda. Note that the change needs to come from coins in the second coin box.