

# Program 2: Vending Machine

CS 617 Winter 2013

## 1 Goals

- To learn about instantiating a class and how to use a constructor.
- To write a little bit of Java code.
- To use the Javadoc facility.

## 2 Instructions

Start with the Vending program discussed in class, and make these changes:

- Change the Javadoc comments appropriately, adding your own name as a second author.
- Write a validation loop around the line that inputs the quantity. Make sure the quantity is between 1 and 10.
- After validation, add a line of output that says what kind of tickets were ordered, and how many.
- Write a loop around lines 32..49 that will let you order more than one type of ticket per session.
- To make this work, you need to add a “Finish and pay” option to the menu. Break out of the ticket-ordering loop when the user selects it then print the total price and end.
- Also add a “Cancel” option to the menu. Break out of the loop, print a closing comment, and terminate.

## 3 Documentation and Submission.

- Run your program on several test cases (enough to test all parts of the program). Use your mouse to capture the output and paste it all into one file. Put the file into the same directory as your project.
- Then zip up the project directory or make a rar file out of it.
- Change the name of the zipped file to P2.YourName and email it to me at my home email address.
- Due Friday, January 18, 2012.