

CMT115 – Homework 3

Due Dec 13th, 2010

For this homework you are going to be adding to the Java vending machine. You will be adding a new class to handle the reading, storing, and debiting of special vending cards that can be used with the machine.

The Class

CardReader class

- public boolean hasFunds(int card, int amount) : checks this card to see if enough money is on the card
- public void debit(int card, int amount) : debits card by amount
- public int getBalance(int card) : gets the balance on a card
- Other methods and fields as needed

Notes

- Since we can't hook up a card reader, you will simulate this by prompting the user to enter a card number when the appropriate menu option is chosen.
- Card IDs are exact nine digits long, and your machine should not accept card numbers that are not.
- Your machine should only accept card numbers that are valid. Since connecting to a central server to validate cards is beyond the scope of the class, your CardReader must read the list of valid cards from a text file named "cards.txt".
- The format for each line in the text file is: card number, balance in cents (for example 123456789, 1035)
- When a debit is made to a card, **you must update the balance in the file.**
- When a card is inserted into the machine, you should display the balance on the vending machine.
- When a card is inserted into the machine, any purchases will be based off of the inserted card.
- All of features of the vending machine should be working.

Grading

CardReader 60 points

Added Vending Functions 20 points

Coding Style 20 points

Submission

Save your work as **HW3.java**. Submit your work through Blackboard. If there are any problems let me know.