VENDING MACHINE PROGRAM

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WHAT THE PROGRAM DOES

- The vending machine software displays a menu of 10 delicious beverage choices for any user to choose from.

- The program is designed to allow the user to make a selection (1-10) or simply exit the program by selecting the exit key.

- Once the user has made a selection, the program will calculate the price of the beverage and request the user enter sufficient funds in order to dispense the beverage.

- The software will play an auditory sound indicating that the beverage is dispensing.

- A picture of the beverage will be dispensed to the user's screen and, if needed, will display the change due if the user inputted too much money.

DESIGN IMPLEMENTATION

HOW THE PROGRAM WAS DESIGNED

- The program was designed in Python 3.x
- Separate functions each with their own respective task were created to implement the program
  - *displayMenu - displays the menu for the vending machine*
  - *calculateAndDispenseBeverage - Filters the user's inputted choice, then calls the getPayment function, then dispenses the beverage.*
  - *getPayment - requests payment from the user and calculates if user gave correct amount*
- In order to satisfy the aesthetics requirement, a vending machine noise was added to the program to simulate the beverage dispensing.
- A picture of the beverage is displayed on the screen indicating that the beverage was dispensed properly.