**Introduction**

Have you ever wondered how a vending machine works, well I created a program that simulates a vending machine. This vending machine is used for soda dispensation. Ultimately the goal for this project was to produce a simulated vending machine that could be tested by either having a full vending machine or an empty one in which the user would fill it in with specific soda’s as well as price management. The user will be prompted in the beginning if they want to either test the machine with it already being filled or to fill it themselves.

I wanted to make this program to simulate a person being a vendor and being able to electronically manipulate the vending machine and to make sure it takes correct currency correctly and is able to give the correct change. Then the user will be able to make the choice again to either fill, test or quit the program all together.

**Statistics**

**Summary**

This program should be approximately 250 lines of coding, more or less. There can be ways to extend this as doing individual functions that can change the current populated vending machine, which I have been thinking of adding. There will be roughly 5 variables. These variables will consist of “doubles” and “string” arrays. These will be implemented in the structure and will be constantly accessed and changed as well as random variables for counters.

(Insert structure and variables for examples)

The program was easy enough to do. It was an expansion based on other students assignments from CIS-5. Their assignment was to create a vending machine for deep-fried Twinkies, yes deep-fried Twinkies. Their assignment was to just keep track of the total amount the user put in the machine as well as checking the increments. My job was to expand it and manipulate it into my own vending machine that could literally take in anything. If the user was