# Assignment 2 – Class Composition and Arrays in C#

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| 1. | Create a program that mimics the behavior of a vending machine. It should have a class **Item** which contains private members for price, name, and quantity, and a class **Vendor** (or something to that effect) with a private array of Item objects. Assume that it can have no more than 5 items. Add methods as you feel appropriate to accomplish the following:  Populate the Vendor with Items to sell. The user should then be presented with a menu of options and prices, and be allowed to choose one to purchase and how many they want to purchase. If it is not out of stock, then its available quantity should be reduced and the user should be informed of the total cost of their purchase. They should then see the menu again until they choose to exit. | 100% |
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Submit the files to the assignment on MUOnline in a compressed (.zip) format. Include all project files for your programming solution. The submission should follow the naming convention:

CIT265\_*LastName\_FirstInitial\_*A2.zip