Name:	Daniel Cutrara
Class:	CST/135
Date:	12/9/2018
Instructor:	Amr Elchouemi
Statement:	This is my own work.

Class Name:	**Dispenser**

Data Fields:	productCatagory: String	Various types of products
	productName: String	The name of the product
	productLocation: String	Location of the product in the Vending machine
	quantityPurchased: Int	Number of product wanted
	paymentType: String	Cash or Debit/Credit Card
Constructors		
	Dispenser()	No arguments
Methods	+acceptPayment();	Accepts payment type and ensures payment is complete
	+dispenseChange():	Returns any change owned to customer
	+dispenseProduct():	Dispenses the selected product when purchased
	+startOver():	Returns to initial GUI menu
	+goBack():	Return to previous screen.
	+cancel():	Cancels the items selected.