Items

Vending Machine

Apples

Aspirin

Coin

Pencils

Fruit Juice

**Class Methods:**

Coin:

* addCoin:
* getCoin:

Vending Machine:

* itemList (for example: [apple, apple, pencil, fruit juice])
* restockItems (Adds items into itemList)
* checkItemsLeft (Counts up all instances of items in the itemList, and displays them on the vending machine.)
* dispenseItems (Searches through the itemList for first item matching, then displays the item as dispensed. Removes the item afterwards and resets total coin count. If item not found, return money)

Apples, Pencils, Apirin, Fruit Juice

**Item Prices:**

Apples: $0.75

Pencil: $1.00

Aspirin: $3.00

Fruit Juice: $2.50

**Coin Values:**

Nickel: $0.05

**Test Cases:**

(Get a Fruit Juice)

Add a Quarter (0.25)

Add a Loonie (1.00)

Add a Loonie (1.00)

Press Fruit Juice (Should fail since $2.25 is less than $2.50 required to buy fruit juice)

**Test Cases:**

(Get a Fruit Juice)

Add a Quarter (0.25)

Add a Toonie (2.00)

Add a Quarter (0.25)

Press Fruit Juice (Should pass, first item found is removed from itemList in Vending Machine)

Vending Machine

|  |  |
| --- | --- |
|  | Apples, Pencil, Aspirin, Fruit Juice |

GUI Sketch:

Stage

Scene

TOTAL VALUE ADDED

APPLE (2)

$0.75

PENCIL (1)

$1.00

TOONIE

LOONIE

QUARTER

ASPIRIN (3)

$3.00

FRUIT JUICE (4)

$2.50

YOU GOT A \_\_\_\_\_\_\_\_