Lab Work 2 - Object Oriented Design Principles
Goal: Demonstration of OO Design Principles through an example.

Before you begin:

In this lab work, your task will require you to work on a previously written code. You can find the code in Blackboard Lab 2 folder which is inside "contents". The name of the file is **Test.java**. Please download the code, run it and understand how it works.

Your task:

A Vending Machine company hired a programmer to handle their machine's product management and services. However, there are some flaws and design issues in this code. Your task is to detect these issues and fix them according to what we have learned in the class regarding Object Oriented Design Principles.

Hint: You can ask yourself the following two questions, in order to pinpoint these issues.

What happens, if they want to take another product besides Potato Chips?

What happens, if they want to change the slot intervals for products?

What happens, if they want to update prices of the products?