This application was developed for a vending machine interface. Multiple classes were developed based on the product type (Candy, Chips, Gum and Drink). These classes will have getters, setters and toString methods. The dispenser class will auto populate an object array to store and track the created objects. The dispenser class will also have a displayProducts() method that will report all the names, prices, quantities, types (depends on the class that creates it) and stored locations.