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.

Now we have an interface that will compare the products. The program will first compare by the name of the product, and if the name are the same, then the program will compare the products by price. This helps for the programmers and the manager to ensure that the products are not duplicated or that the price is set up properly.