

# Simple Vending Machine Program Documentation

## While Loop

While condition:

If...:

Else:

...

Break

Example:

```
while True:
    desired_product = int(input("Input the code of the product. Press 0 to pay. "))
    if desired_product == 1:
        total_price.append(1.5)
        car.append("Coca Cola")
    elif desired_product == 2:
        total_price.append(2)
        car.append("Sprite")
    elif desired_product == 3:
        total_price.append(2)
        car.append("Ginger Ale")
    elif desired_product == 4:
        total_price.append(3.5)
        car.append("Hot Chocolate")
    elif desired_product == 0:
        Break

//The loop allows users to input values multiple times until the condition is
fulfilled to end the loop.
```

## Dictionary

Dictionary\_name = {"item" : corresponding index}

Example:

```
product_list= {"Coca Cola" : 1, "Sprite" : 2, "Ginger Ale" : 3,
               "Hot Chocolate" : 4}
```

## List

List\_name = ["item", "index"]

Example:

```
total_price = [2, 3]
```

### Adding items to the list

`list_name.append("item")`

Example:

```
total_price = [2, 3]
total_price.append(3.5)
```

Output: `[2, 3, 3.5]`

### Deleting items from the list

`list_name.remove("item")`

`list_name.pop(Index)`

Example:

```
total_price = [2, 3]
total_price.pop(3)
```

Output: `[2]`

### String (Field Space Formatting)

```
print(f" {'string-value':intended width of the space containing the value}")
```

Example:

```
print(f" {'Product Name':14}{'Price':7}")
print(f" {'Coca Cola':14}{'$1.5':7}")
```

Output:

Product Name	Price
Coca Cola	\$1.5