```python
class VendingMachine:
    def __init__(self):
        self.state = self.initial_state
        self.cans = {
            "PEPS": 50,
            "MDEW": 50,
            "DPEP": 50,
            "COKE": 50,
            "GATO": 50,
            "DCOK": 50,
            "MINM": 50,
            "TROP": 2
        }
        self.prices = {
            "PEPS": 30,
            "MDEW": 30,
            "DPEP": 50,
            "COKE": 20,
            "GATO": 60,
            "DCOK": 30,
            "MINM": 25,
            "TROP": 30
        }
        self.amount_entered = 0
        self.selected_drink = ""
        self.change = 0

    def initial_state(self):
        print("Welcome to the vending machine!")
```

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        self.display_menu()
        self.state = self.waiting_for_drink


    def waiting_for_drink(self):
        drink_code = input("Enter the four-letter code for your drink selection: ")
        if drink_code in self.prices:
            self.selected_drink = drink_code
            self.state = self.waiting_for_amount
        elif drink_code == "REFILL":
            self.refill_cans()
            self.state = self.initial_state
        else:
            print("Invalid drink selection. Please try again.")
            self.state = self.waiting_for_drink


    def waiting_for_amount(self):
        self.amount_entered = int(input("Enter the amount of money you will feed: "))
        if self.amount_entered < self.prices[self.selected_drink]:
            print("Amount entered is not enough. Please enter a sufficient amount.")
        else:
            self.vend_drink()
            self.state = self.waiting_for_drink


    def vend_drink(self):
        if self.cans[self.selected_drink] == 0:
            print("Sorry, the selected drink is out of stock. Please choose another drink.")
        else:
            self.cans[self.selected_drink] -= 1
            self.change = self.amount_entered - self.prices[self.selected_drink]
```

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            if self.change > 0:
                print("Please take your drink and change:", self.change)
            else:
                print("Please take your drink.")


    def refill_cans(self):
        for drink_code in self.cans:
            self.cans[drink_code] = 50
        print("All drinks have been refilled.")


    def display_menu(self):
        print("Available drinks:")
        for drink_code, cost in self.prices.items():
            print(drink_code, "-", cost)



# Test the vending machine
machine = VendingMachine()
while True:
    machine.state()
```