

The screenshot shows two instances of the PyCharm IDE. The top instance displays the source code for `The vending machine.py` in a Python project named `Vendingmachine`. The code defines a `VendingMachine` class with methods for initializing the machine, displaying the menu, and starting the interaction. The bottom instance shows the terminal output of running the script, which lists various drink options with their prices and allows the user to select one.

```
self.price = price

class VendingMachine:
    def __init__(self, beverage):
        self.beverage = beverage

    def display_menu(self):
        print("Welcome to the vending machine!")
        for i, drink in enumerate(self.beverage, start=1):
            print(f"{i}. {drink.name} - ${drink.price:2f}")
        print("7.Exit")

    def start(self):
        while True:
            self.display_menu()
            choice = input("Enter your choice (1-7): ")
            if choice == "1":
                print("Thank you for using The vending machine!")
                break
            if not choice.isdigit() or not (1 <= int(choice) <= 6):
                print("Please enter a valid choice.")
                continue

self.price = price

C:\Users\MMati\PycharmProjects\Vendingmachine\.venv\Scripts\python.exe "C:/Users/MMati/PycharmProjects/Vendingmachine/The vending machine.py"
Welcome to the vending machine!
1. Coke - $1.500000
2. Sprite - $1.500000
3. Water - $1.000000
4. Gatorade - $2.250000
5. Icetea - $1.750000
6. Fanta - $1.750000
7.Exit
Enter your choice (1-7): 1
Thank you for using The vending machine!

Process finished with exit code 0
```