```
1. Insert money
2. Select beverage
3. Return money
4. Exit (for demonstration purposes)
Enter your choice (1–4): 1
Enter amount to insert: $4
Added $4.00. Total: $4.00

Press Enter to continue...2

Available Beverages:
A1: Cola ($1.50) — 5 available
A2: Diet Cola ($1.50) — 5 available
B1: Lemonade ($1.75) — 5 available
B2: Iced Tea ($1.25) — 5 available
C1: Bottled Water ($1.00) — 5 available
```

```python
class Beverage:
    def __init__(self, name, price, quantity):
        self.name = name
        self.price = price
        self.quantity = quantity

    def dispense(self):
        if self.quantity > 0:
            self.quantity -= 1
            return True
        return False

    def is_available(self):
        return self.quantity > 0

    def __str__(self):
        return f"{self.name} (${self.price:.2f}) - {self.quantity} available"


class VendingMachine:
    def __init__(self):
        # Initialize with 6 different beverages
        self.beverages = {
            'A1': Beverage("Cola", 1.50, 5),
            'A2': Beverage("Diet Cola", 1.50, 5),
            'B1': Beverage("Lemonade", 1.75, 5),
            'B2': Beverage("Iced Tea", 1.25, 5),
            'C1': Beverage("Bottled Water", 1.00, 5),
            'C2': Beverage("Sports Drink", 2.00, 5)
        }
        self.money_inserted = 0.0
```