

Table 1

User interaction	All in CLI class	10			
	In CLI and VendingMachine	8			
	More than two classes use <u>system.in</u> and System.out (not counting our Menu class)	6			
Silly message	Abstract Item with inherited Gum etc.	10			
	Enum with message	9			
	Once and for all String assignment in Item constructor	8			
	Repeated if or switch each time	6			
Making change	Using a loop instead of division	take away 3			
	Cents	10			
	BigDecimal or BigInteger	10			
	double with printf rounding	9			
	double without rounding	7			
Menu	Repeating menu logic	take away 1			
File location	Hard coded from source directory	take away 2			
	Environment variable	bonus 1			