#1: Observer Pattern

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| Classes Modified | Methods Added | Classes introduced |  |
| MaintenanceController  MachineryController  StoreItem  StoreController  ChangeGiver(Iterator)  CoinInputBox  DrinkSelectionBox  StoreViewer  CoinDisplay  ButtonItemDisplay  DrinkDisplay | addToDrinkObservable  addToCoinObservable  update | Iterator (store)  StoreItemIterator |  |
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