

```
Vending_Machine.py x
12 class VendingMachine: 1 usage
88 def run(self): 1 usage
74 beverage = self.select_beverage()
93 self.process_payment(beverage)
94
95 # Run the program
96 if __name__ == '__main__':

Run Vending Machine x
C:\Users\mkara\PycharmProjects\Vending_Machine\.venv\Scripts\python.exe "C:\Users\mkara\PycharmProjects\Vending_Machine\Vending_Machine.py"
1. Coke - $2.85 (10 left)
2. Orange Fanta - $2.85 (10 left)
3. Sprite - $2.85 (10 left)
4. Apple Juice - $3.15 (10 left)
5. Lemonade - $2.85 (10 left)
6. Water - $2.65 (10 left)

Select a beverage (1-6): 2

Orange Fanta costs $2.85.
Insert money ($2.85 remaining): $0
Please insert a valid amount of money.
Total inserted: $0.0
Insert money ($2.85 remaining): $
```

```
Vending_Machine.py x
12 class VendingMachine: 1 usage
88 def run(self): 1 usage
74 beverage = self.select_beverage()
93 self.process_payment(beverage)
94
95 # Run the program
96 if __name__ == '__main__':

Run Vending Machine x
Select a beverage (1-6): 2

Orange Fanta costs $2.85.
Insert money ($2.85 remaining): $0
Please insert a valid amount of money.
Total inserted: $0.0
Insert money ($2.85 remaining): $2.85
Total inserted: $2.85
Dispensing Orange Fanta. Thank you and enjoy!

1. Coke - $2.85 (10 left)
2. Orange Fanta - $2.85 (9 left)
3. Sprite - $2.85 (10 left)
4. Apple Juice - $3.15 (10 left)
5. Lemonade - $2.85 (10 left)
6. Water - $2.65 (10 left)

Select a beverage (1-6): |
```

```
class VendingMachine:
    def __init__(self):
        self.balance = 0
        self.inventory = {
            'Coke': 10,
            'Orange Fanta': 10,
            'Sprite': 10,
            'Apple Juice': 10,
            'Lemonade': 10,
            'Water': 10
        }
        self.prices = {
            'Coke': 2.85,
            'Orange Fanta': 2.85,
            'Sprite': 2.85,
            'Apple Juice': 3.15,
            'Lemonade': 2.85,
            'Water': 2.65
        }

    def run(self):
        while True:
            print("Insert money ($2.85 remaining): $0")
            print("Please insert a valid amount of money.")
            total_inserted = 0
            while True:
                money = input("Insert money ($2.85 remaining): $")
                total_inserted += float(money)
                if total_inserted < 0:
                    print("Invalid input. Please enter a positive value.")
                    continue
                if total_inserted > 2.85:
                    print("Total inserted: $2.85")
                    break
            if total_inserted < 2.85:
                print("Dispensing Orange Fanta. Thank you and enjoy!")
                continue
            else:
                print("Dispensing Orange Fanta. Thank you and enjoy!")
                self.balance = 0
                self.inventory['Orange Fanta'] -= 1
                if self.inventory['Orange Fanta'] == 0:
                    print("Orange Fanta is out of stock.")
                    continue
            print("\n1. Coke - $2.85 (10 left)\n2. Orange Fanta - $2.85 (9 left)\n3. Sprite - $2.85 (10 left)\n4. Apple Juice - $3.15 (10 left)\n5. Lemonade - $2.85 (10 left)\n6. Water - $2.65 (10 left)\n\n")
            choice = input("Select a beverage (1-6): ")
            if choice not in self.prices:
                print("Invalid choice. Try again.")
                continue
            price = self.prices[choice]
            if self.inventory[choice] > 0:
                self.balance = total_inserted - price
                self.inventory[choice] -= 1
                print(f"Dispensing {choice}. Thank you and enjoy!")
            else:
                print(f"{choice} is out of stock. Please select another item.")
            total_inserted = 0
```

```
class VendingMachine:
    def __init__(self):
        self.balance = 0
        self.inventory = {
            'Coke': 10,
            'Orange Fanta': 10,
            'Sprite': 10,
            'Apple Juice': 10,
            'Lemonade': 10,
            'Water': 10
        }
        self.prices = {
            'Coke': 2.85,
            'Orange Fanta': 2.85,
            'Sprite': 2.85,
            'Apple Juice': 3.15,
            'Lemonade': 2.85,
            'Water': 2.65
        }

    def run(self):
        while True:
            print("Insert money ($2.85 remaining): $2.85")
            print("Total inserted: $2.85")
            print("Dispensing Orange Fanta. Thank you and enjoy!")
            self.balance = 0
            self.inventory['Orange Fanta'] -= 1
            if self.inventory['Orange Fanta'] == 0:
                print("Orange Fanta is out of stock.")
                continue
            print("\n1. Coke - $2.85 (10 left)\n2. Orange Fanta - $2.85 (9 left)\n3. Sprite - $2.85 (10 left)\n4. Apple Juice - $3.15 (10 left)\n5. Lemonade - $2.85 (10 left)\n6. Water - $2.65 (10 left)\n\n")
            choice = input("Select a beverage (1-6): ")
            if choice not in self.prices:
                print("Invalid choice. Try again.")
                continue
            price = self.prices[choice]
            if self.inventory[choice] > 0:
                self.balance = total_inserted - price
                self.inventory[choice] -= 1
                print(f"Dispensing {choice}. Thank you and enjoy!")
            else:
                print(f"{choice} is out of stock. Please select another item.")
            total_inserted = 0
```

```
Vending_Machine.py x
class VendingMachine:
    def run(self):
        beverage = self.select_beverage()
        self.process_payment(beverage)

# Run the program
if __name__ == '__main__':
    vm = VendingMachine()
    vm.run()

Run Vending Machine x
2. Orange Fanta - $2.85 (9 left)
3. Sprite - $2.85 (10 left)
4. Apple Juice - $3.15 (10 left)
5. Lemonade - $2.85 (10 left)
6. Water - $2.65 (10 left)

Select a beverage (1-6): 4.3
Invalid choice. Try again.

Select a beverage (1-6): 7
Please select an item from the machine.

Select a beverage (1-6): 4

Apple Juice costs $3.15.
Insert money ($3.15 remaining): $-3.15
Invalid amount. Please insert cash or card.
Insert money ($3.15 remaining): $
```

```
Vending_Machine.py x
class VendingMachine:
    def run(self):
        beverage = self.select_beverage()
        self.process_payment(beverage)

# Run the program
if __name__ == '__main__':
    vm = VendingMachine()
    vm.run()

Run Vending Machine x
Invalid choice. Try again.

Select a beverage (1-6): 5

Lemonade costs $2.85.
Insert money ($2.85 remaining): $3
Total inserted: $3.0
Returning change: $0.15
Dispensing Lemonade. Thank you and enjoy!

1. Coke - $2.85 (10 left)
2. Orange Fanta - $2.85 (9 left)
3. Sprite - $2.85 (10 left)
4. Apple Juice - $3.15 (9 left)
5. Lemonade - $2.85 (9 left)
6. Water - $2.65 (10 left)

Select a beverage (1-6): |
```