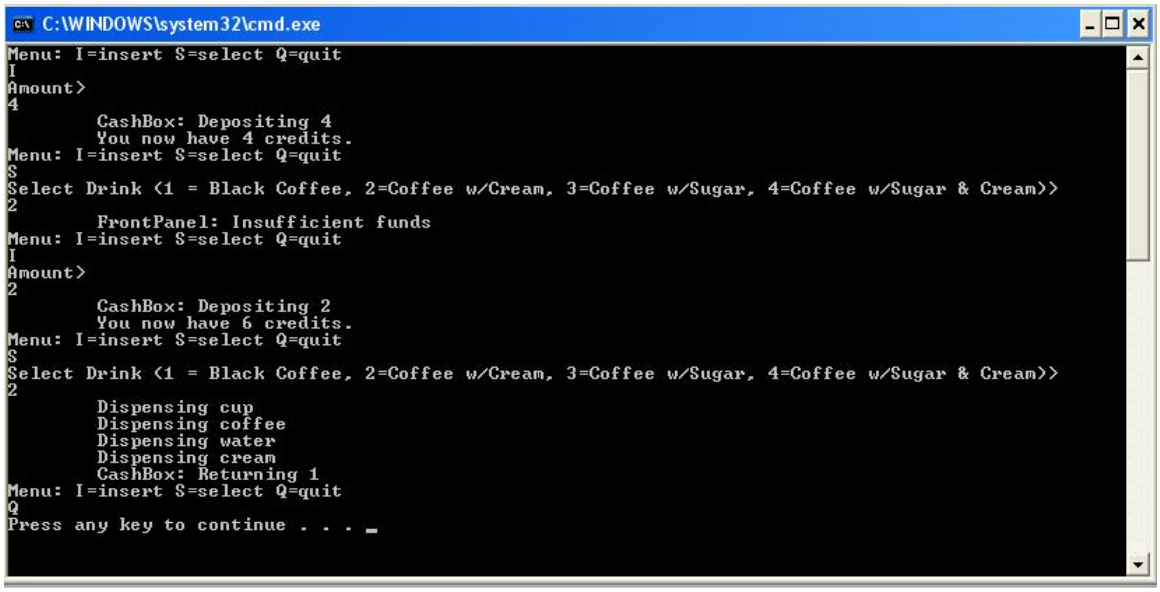
Lab 11 – Program Understanding

In this lab you will implement **TWO** changes to a vending coffee machine. At present the machine can make four types of coffee as followings:

1. Black coffee,
2. Coffee with sugar,
3. Coffee with cream, and
4. Coffee with sugar and cream

The user gives (text-based) commands to insert money (menu choice **"insert"**) and select coffee (menu choice **"select"**). After performing the selection, the user will receive the "coffee", given that he has inserted sufficient money and assuming that all the required ingredients are available. At present, a cup of coffee (no matter what type) costs **5 credits.**

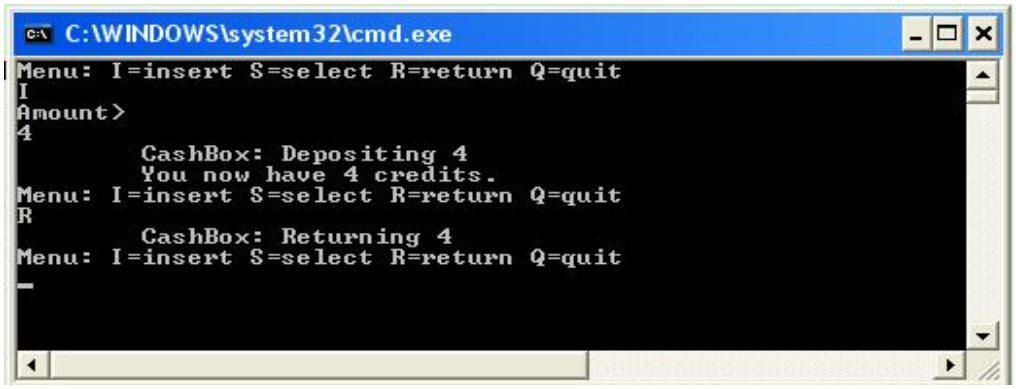
The sample execution below shows how the coffee machine operates to create coffee with cream.



Task 1

In this task, you shall extend the coffee machine with a "return button" functionality that returns the deposited funds. The menu choice is called **"Return"**

Test that your solution produces the output given in the sample execution screenshot:



Task 2

In this task, you shall extend the coffee machine so that it also can make **bouillon**. Bouillon costs more than coffee. While coffee costs 5 credits, bouillon costs 6 credits.

Test that your solution produces the output given in the sample execution screenshot: