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.

```
Menu: I = insert S = select Q = quit
I Amount > 4

CashBox: Depositing 4 You now have 4 credits.
Select Drink (1 = Black Coffee, 2 = Coffee w/Cream, 3 = Coffee w/Sugar, 4 = Coffee w/Sugar & Cream > 2

FrontPanel: Insufficient funds
Menu: I = insert S = select Q = quit
I Amount > 2

CashBox: Depositing 2 You now have 6 credits.
Menu: I = insert S = select Q = quit
Select Drink (1 = Black Coffee, 2 = Coffee w/Cream, 3 = Coffee w/Sugar, 4 = Coffee w/Sugar & Cream > 2

Dispensing coffee Dispensing cup
Dispensing cup
Dispensing cup
Dispensing water
Dispensing water
CashBox: Returning 1
Menu: I = insert S = select Q = quit
Q
Press any key to continue . . . _
```

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: