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Question 1 [C01] [10 Points]

Design the **JuiceMachine** class so that the following Tester class generates the expected output.

Driver Code	Outputs
<pre> public class Tester { public static void main(String[] args) { JuiceMachine jm = new JuiceMachine(); jm.setDetails("RoboJuice", 5); System.out.println("1====="); jm.status(); System.out.println("2====="); jm.serveJuice(3); jm.status(); System.out.println("3====="); jm.serveJuice(4); jm.status(); System.out.println("4====="); jm.serveJuice(1); jm.status(); } } </pre>	<pre> 1===== Machine name: RoboJuice Juice left: 5 Needs refill? false 2===== Serving 3 glasses... Machine name: RoboJuice Juice left: 2 Needs refill? false 3===== Not enough juice to serve 4 glasses! Machine name: RoboJuice Juice left: 2 Needs refill? false 4===== Serving 1 glasses... Machine name: RoboJuice Juice left: 1 Needs refill? true </pre>