Initial Proposal

**Modifications:**

* VendingMachineMenu:
  + Will be modified to take in the balance from a file (or separate class) rather than take in coins
  + Will offer the Javafx layout which will be built in another class.
* Vending Exception:
  + Will be modified to include a low balance exception and low stock exception.
* Product:
  + Will be changed to take input and send output to a file
  + To String will be edited to allow the output write.
* CointSet:
  + Wholesale changes to allow it to get a balance from an app(csv)
* Coin:
  + Most likely removed.
* Vending Machine:
  + Modified to accept balance rather than coins
  + Take stock totals from csv.

**New Classes:**

* Java FX:
  + The new class that will allow us to change the display this will also offer an option to use the command prompt.
* Validation class:
  + Where user can verify with a username and password – will draw the users balance
  + This class will also be used to test to see if a user is an admin
* Shutdown Class: allowing a user to shutdown the machine and save the current state
  + This might end up being a method in the vending machine Class.
  + The stock updates may need to happen in each method (add or subtract) to be sure everything works in event of power failure or unexpected shutdown.
* File manipulation class
  + Input from csv files
  + Output to CSV files
  + May need to do as 2 separate classes.

**CSV files:**

* As in spec
  + Admin.dat
  + Product.dat
  + Clients.dat