**Design Specification**

**Convert:**

* Converts cash to quarters, dimes, nickels, and pennies

**Collect:**

* Takes the user’s money
* It only accepts anything less than $1500 and will print a message saying that it won’t accept the money

**Music:**

* When the program starts the music starts playing, until the user closes the program

**Refill:**

* There is a refill button where it restores all the drinks quantity back to 100 and will print a message

**Select drink:**

* Every time you select a drink, the quantity will drop by 1
* It will print a message when there is no more drinks

**Buy:**

* Will take the user’s money and subtract from the amount of drinks they selected
* Will print a message when there is no more drinks in the machine