# In Class Activity : Object Oriented PHP

### OOP Design Principles

Design a vending machine using OOP principles in PHP. The vending machine should sell chocolate bars for $1.25, pop for $1.50 and chips for $1.75. The machine accepts 1 dollar and 5, 10, and 25 cent coins

A basic form for the app would be: buttons for ordering and buttons for choosing a coin to deposit. Think carefully about what features a vending machine should have.

A hint: What happens if the user makes a mistake and enters too much money? Think about design problems like this when you start creating the app.