Lab2-Gumball Machine
Processing

I have not used any OO methods for processing but have gone for iteration

```
public void Boxes() {

  if ((mouseX > 200) && (mouseX < 300) && (mouseY > 670) && (mouseY < 720))
{
    fill(96);
    if (mousePressed) {
      gumach.insertQuarter();
      button1 = true;
      button2 = false;
    }
  } else {
    fill(255);
  }


  if (button1) {
    fill(0);
    rect(200, 670, 100, 50, 10);
  } else {
    rect(200, 670, 100, 50, 10);
  }
  if ((mouseX > 500) && (mouseX < 600) && (mouseY > 670) && (mouseY < 720)) {
    fill(96);
    if (mousePressed) {
      gumach.turnCrank();
      button2 = true;
      button1 = false;
    }
  } else {
    fill(255);
  }
  if (button2) {
    fill(0);
    rect(500, 670, 100, 50, 10);
  } else {
    rect(500, 670, 100, 50, 10);
  }
  fill(0);
  textSize(14);
  if (button1)
    fill(255);

  text("Insert Quarter", 205, 700);

  fill(0);
  if (button2)
    fill(255);
  text("Turn Crank", 512, 700);
  fill(0);
}
```