Repo : <https://github.com/jashinxd/apcs-final>

I looked over their Items.java and their VM.java. VM.java helps to setup the Vending Machine they are trying to do using Items.java to add each item, set the price and put in a random number for the stock of the item. VM.java starts off by adding each individual item name into an ArrayList. What I don’t think is a good idea here is the way the random is used in VM.java. In the for loop that starts at line 27, I am not really sure what they are trying to do. It appears they are trying to make new items using the itemNames ArrayList, but the way it is structured, it is possible to return the same random number multiple times, causing multiple similar items and having items that never appear. The last time I ran the code, just “Starburst” appeared four times but Sunchips never appeared. Im not sure if that is how it is meant to be, as many physical vending machines have multiple places for each item, or if it is supposed to have one of each only. One suggestion here would be to remove each item from the ArrayList itemNames each time it is added and decreasing the max random number by 1 to allow unique entries, if that is the intention.

In Items.java, use the input from VM.java to create each item and bring it back to VM.java to store it in an ArrayList named items. In Items.java hey set two prices, Bprice and Sprice, but do not indicate what the difference is. All I know is that Bprice is always lower. I like that Items.java has each case, but there are some small things I would change. Firstly, and this is not that crutial but just makes it simpler, is pulling out the “stocks=s” from each case and puttint it right after line 11 because regardless of the case, stocks=s. Also, there is a chance that you might try to add a case that is not here, say Banana for example. You will eventually get a nullPointer exception since it wouldn’t actually set up Banana but it would never indicate that it wasn’t set up. One solution would be an else statement at the end that gives some indication that it didn’t do anything.

Overall, the code was good since it created the vending machine effectively and allowed the Machine.java to create a working gui from it. All that’s left is to put in the ability to buy the stuff using the virtual money you put in on the gui.