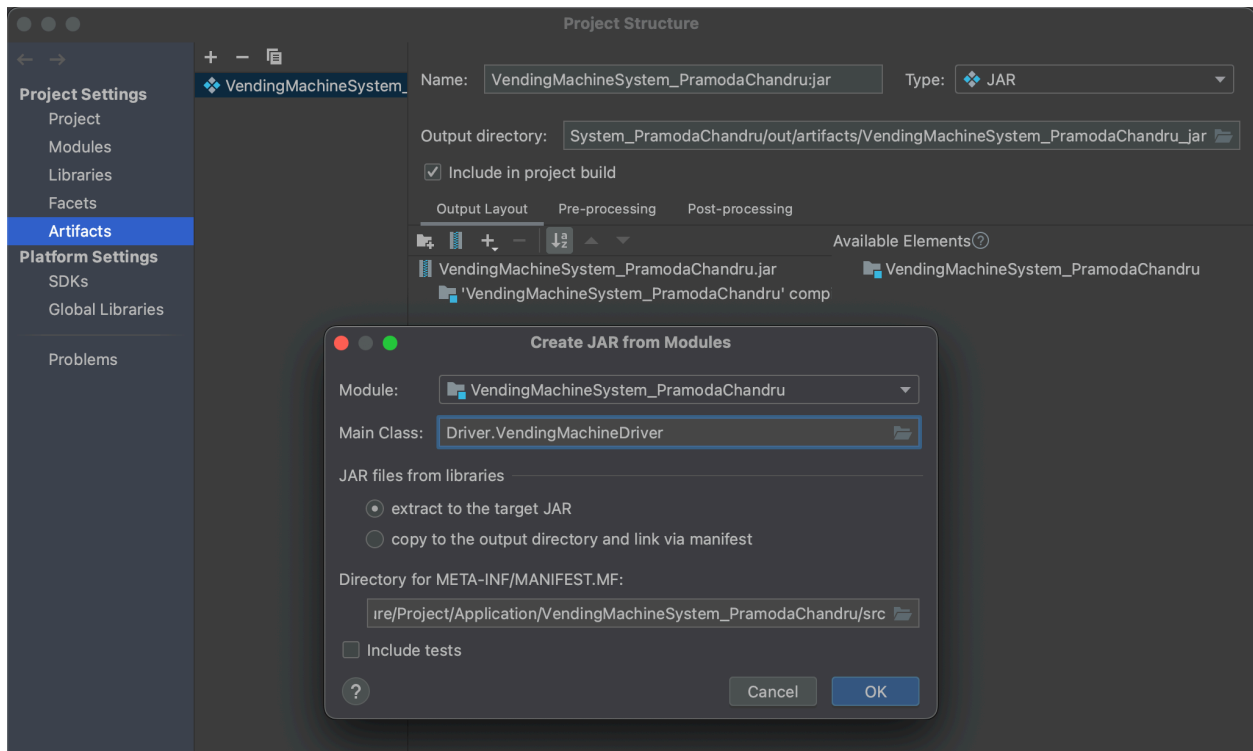


Below steps are required to execute the vending machine program:

- The implementation of Vending Machine system is done in Java. • Java Version: Oracle OpenJDK Version(1.8.0_371)

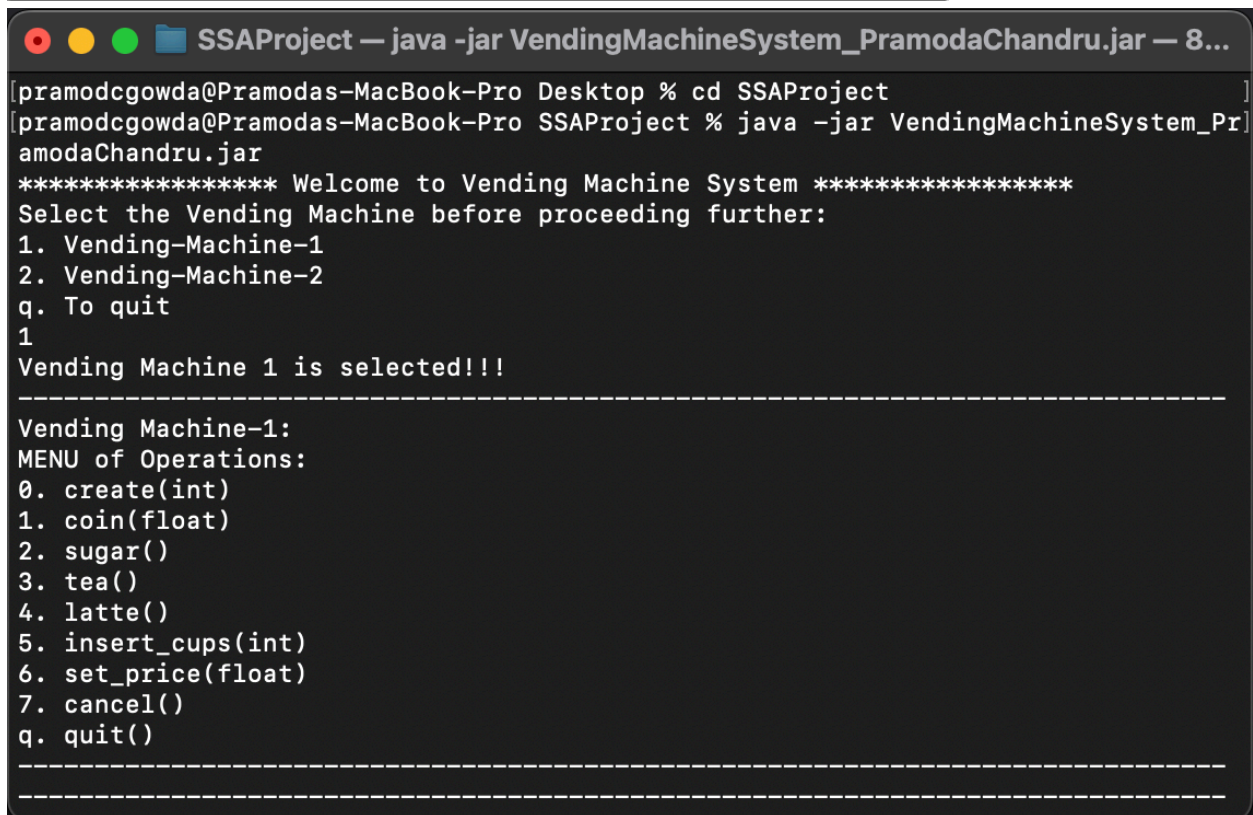
Build:

- Set the artifacts pointing to the main driver class • Build the project to generate the Jar file.



Run:

- Open terminal
- Cd to the directory where the jar exists
- Run the command `java -jar VendingMachineSystem_PramodaChandru.jar`



```
SSAProject — java -jar VendingMachineSystem_PramodaChandru.jar — 8...
[pramodcgowda@Pramodas-MacBook-Pro Desktop % cd SSAProject
[pramodcgowda@Pramodas-MacBook-Pro SSAProject % java -jar VendingMachineSystem_Pr
amodaChandru.jar
***** Welcome to Vending Machine System *****
Select the Vending Machine before proceeding further:
1. Vending-Machine-1
2. Vending-Machine-2
q. To quit
1
Vending Machine 1 is selected!!!
-----
Vending Machine-1:
MENU of Operations:
0. create(int)
1. coin(float)
2. sugar()
3. tea()
4. latte()
5. insert_cups(int)
6. set_price(float)
7. cancel()
q. quit()
-----
-----
```

Also, I have attached the project folder in the zip file

Src folder path: SSAProject_PramodaChandruVendingMachineSystem_PramodaChandru/src

- If you want to run from the source code folder
Navigate to `/VendingMachineSystem_PramodaChandru/src`
Open cmd at this path by typing "cmd" in the address bar above
- Then type the command `"java VendingMachineDriver"` (the main class is `VendingMachineDriver`)