Code description skeleton

Machine class :

It's the main class to coordinate the process for adding items and purchasing, it's implemented as a single tone design pattern so that it's instantiated only one time each time it's called, it has one keypad with 2 digit, I added the ability to enter from keyboard to simulate that, it's talk with one class to show the message to be in place with the real screen.

SameItemQueue:

I choose queue to order the items after each other and label each queue with unique id as a pattern of "RowColumn" and I remove from the end of the queue each time item purchased, because it's the first visible item if we insert it from the back.

Item :

It has price and id to select it from the required row with setter and getter method.

All prices will be converted and calculated using USD cent.

Keypad:

It's contain 2 variable digit1, digit 2 to accept the selected from the user with setter and getter method.

Monitor:

It's just a simulate for the screen to set and show the message with setter and getter method

NOTE: more description in the source code beside each one