

MODULE 1

CAPSTONE

CAPSTONE CODE NOTES

- Runs via VendingMachineCLI class
 - Uses Menu class to implement menu navigation
 - You will need to add some code to implement the required options
 - You may modify the Menu class if you need to
- Input/Output should be implemented in classes that ONLY provide input/output and use OTHER classes to perform logic. If you do not follow this model, you will not be able provide as much test coverage as it is difficult to test code that just prints information
- You can assume that all items in each vending machine slot will be the same

CAPSTONE CODE NOTES

- You do NOT need to maintain state between runs - the inventory and everything else will be reset every time the program is run
 - That's what is meant by "The vending machine is automatically restocked each time the application runs."
 - Some of the examples in requirements seem to indicate that it is possible to sell more than 5 of each item - it is NOT
- You may use BigDecimal if you wish but doubles are ok. Doing all your math in cents and then converting to dollars for display may help you avoid round errors when using doubles
- Pay attention to the details of the requirements - there are a few simple things that often get implemented incorrectly