

Vending Machine Exercise

1. Write a use case for sales from a vending machine. The vending machine has a display (or a menu) of items, the user deposits money, selects an item and the system completes the transaction by verifying that the deposited money is sufficient, dispensing the item, and returning any change.
2. Suppose you want to design a vending system software. What classes do you need ? What attributes and methods do each class require? Create a class diagram showing the classes and their inter-connections.
3. Run the jar file VendingMachine.jar (do `java -jar VendingMachine.jar` in a console). Explore the menu. This is a simulation of the vending machine. Envision writing the software for the vending machine simulation.
 - (a) Write the use case for the scenario "purchase a diet coke from the vending machine"
 - (b) Map out the classes, their attributes and methods, and their interrelationships you might need to write the simulation software. You **don't** need to write any code; just plan the classes. The plan should be complete - every class, members and class relationships should be shown in a class diagram.