C++ Juice machine Program

Overview:

A common place to buy juice is from a machine. A new juice machine has been purchased for the gym, but it is not working properly. The machine sells the following types of juices: orange, apple, mango, and strawberry–banana. You have been asked to write a program for this juice machine so that it can be put into operation.

Requirements:

1. Show the customer the different products sold by the juice machine
2. Let the customer make the selection
3. Show the customer the cost of the item selected
4. Accept money from the customer
5. Release the item

Input:

The item selected and the cost of the item

Output:

The selected item

Tip:

A juice machine has two main components: a built-in cash register and several dispensers to hold and release the products

My Code plan:

Class – cash register

Class – dispenser

Cash register

-cashOnHand: int

+Sale(float cash): void

+Cashregister(cashOnHand = 500)

+getCurrentBalance(): float: const

Dispenser

-juiceTypes: string: array

-juicePrices: float: array

-numberOfItems: int

+display (): void

+chooseJuice (): string

+displayCost(): float

Code sample Run:

Create dispenser object

Create cash register crobject

Object contains array of juices

Object contains array of associated prices

Object has x number of juice

Display all available juices

Allow for selection

Display cost

Use crobject to make sale and accept customer cash

Increment cashOnHand

Reduce juice count by number sold

Repeat until needed