## Legend

- constants represented with all caps & underscore (i.e. CONST\_VAR)

## vendingMachine

- + COLUMN\_SIZE: int
- + NUMBER\_COLUMNS : int
- + columnArray[NUMBER\_COLUMNS, COLUMN\_SIZE] : int
- + columnID[numOfColumns] : int
- + columnPrice[numOfColumns]: int
- + columnSnackCount[columnSize] : int
- + vendingMachine(): int
- + dispenseItem(): int + loadMachine(): int

## Item

- + price : double + name : string
- + Item(price : double, name : string)
- + getPrice() : double + setPrice() : double + getName() : string + setName() : string