

BeverageDispenser.java

```
import java.util.ArrayList;
import java.util.HashMap;
import java.util.List;
import java.util.Map;

public class BeverageDispenser {

    private double money = 0;
    private Map<String, Double> beverages = new HashMap<String, Double>();

    public String Interact(String string) {
        beverages.put("COCA", 3.0);
        beverages.put("ORANGINA", 2.5);
        beverages.put("PERRIER", 2.5);
        List<Double> COINS = new ArrayList<Double>();
        StringBuilder result = new StringBuilder();
        String[] list = string.split(",");
        for (String token : list) {
            try {
                String[] statement = token.trim().split(" ");
                if (statement[0].equals("GET")) {
                    double amount = beverages.get(statement[1]);
                    if (amount <= money) {
                        if (!result.toString().equals("")) {
                            result.append(", ");
                        }
                        result.append(statement[1]);
                        while (amount > 0) {
                            Double coin = COINS.remove(0);
                            amount -= coin;
                            money -= coin;
                        }
                    }
                }
                else if (statement[0].equals("PUT")) {
                    money += Double.parseDouble(statement[1]);
                    COINS.add(Double.parseDouble(statement[1]));
                }
                else if (statement[0].equals("COIN-RETURN") && money != 0) {
                    money = 0;
                    for (Double coin : COINS) {
                        if (!result.toString().equals("")) {
                            result.append(", ");
                        }
                        result.append(coin);
                    }
                    COINS.clear();
                }
            }
            catch (Throwable e) {
                //Should never happen
            }
        }
        return result.toString();
    }
}
```