**Pseudocode – Lab 6**

1. Declaring objects, variables and function prototypes
   1. 5 snack objects
   2. a vendor mechanism object
   3. a money handler object
   4. two function prototypes
2. Receive money from the user
3. A menu system which calls a function passing the menu choice

MenuChoice function

1. If button 1 is pressed then dispense appropriate snack if there is sufficient funds in the system
2. If button 2 is pressed then dispense appropriate snack if there is sufficient funds in the system
3. If button 3 is pressed then dispense appropriate snack if there is sufficient funds in the system
4. If button 4 is pressed then dispense appropriate snack if there is sufficient funds in the system
5. If button 5 is pressed then dispense appropriate snack if there is sufficient funds in the system
6. If button 6 is pressed then display a sales summary of the other snacks
7. If button 0 is pressed then prompt the user to enter more money

Snack Class

* A name string variable
* A cost float variable
* An amount integer variable
* A constructor setting the cost, and receiving the name and amount
* A destructor
* Getters and setters

VendorMechanism Class

* A constructor and destructor
* A dispenceSnack function that will make the machine dispense a snack

MoneyHandler Class

* A money float variable
* A constructor and destructor
* A change function that dispenses the correct amount of change
* A getCoins function that prompts the user to insert money
* A getter for the money variable