CS1400 Assignment 4 Fall 2013

Art-o-mat Cigarette Vending Machine

Ah, the days of automatically-dispensed tobacco products. Once a ubiquitous fixture of night clubs and bowling alleys, the Art-o-mat vending machine brought a touch of style and elegance to carcinogen-laced inhalant devices. You popped in your quarters, pulled the correct knob, and packet of Lucky Strikes slid down the polished stainless steel chute into your eagerly awaiting nicotine-stained fingers.

In this assignment, you are to write a menu-style program to simulate an updated Art-o-mat. You program should print the following menu:

    s - report the machine status
    d - drop in a quarter

1 - pull the 1st knob

2 - pull the 2nd knob

3 - pull the 3rd knob

4 - pull the 4th knob

r - restock the machine

q - quit

Any other input should be met with a "I do not understand" response.

Here is an example session (user responses shown in blue):

s - report the machine status
d - drop in a quarter
1 - pull the 1st knob
2 - pull the 2nd knob
3 - pull the 3rd knob
4 - pull the 4th knob
r - restock the machine
q - quit

> s

1: 5 packs of Lucky Strikes
2: 7 packs of Camels
3: 1 packs of Gauloises
4: 6 packs of Pall Malls
There is $24.50 in the machine

> d

ching

> d

ching

> 3

(nothing happens)

> d

   ching

> 3

   A pack of Gauloises slides into view. Gauloises? Really?

> d

   ching

> d

   ching

>d

   ching

> 3

   You hear mechanical clanking, but no cigarettes appear.

> 1

   (nothing happens)

 > s

   1: 5 packs of Lucky Strikes
    2: 7 packs of Camels
    3: 0 packs of Gauloises
    4: 6 packs of Pall Malls
   There is $26.00 in the machine

> r

   A grouchy-looking attendent shows up, opens the back, fiddles around a bit, closes it, and leaves.

> s

    1: 10 packs of Lucky Strikes
     2: 10 packs of Camels
     3: 10 packs of Gauloises
     4: 10 packs of Pall Malls
     There is $0.00 in the machine

 > q

  So long!

You get the picture. You are allowed to be inventive in your text and actions, as long as it makes sense within the context of the story.

Turn in: a single .cpp file with your code in it.