Project

Vending C:\Users\river\PycharmProjects\Vending
- .venv library root
- Vending.py
- External Libraries
- Scratches and Consoles

Vending.py

```python
class VendingMachine:  1 usage
    def run(self):  1 usage

        try:
            money = float(input("Insert money: $"))
        except ValueError:
            print("Invalid amount.\n")
            continue
```

Run   Vending

```
4. Sprite - $2.00
5. Coffee - $1.75
6. Gatorade - $1.25
Enter a number (1-6): 3
You selected Water ($1.00)
Insert money: $2
Here is your Water. Your change is $1.00.


Choose a drink:
1. Coke - $1.50
2. Pepsi - $1.25
3. Water - $1.00
4. Sprite - $2.00
5. Coffee - $1.75
6. Gatorade - $1.25
Enter a number (1-6): 3
You selected Water ($1.00)
Insert money: $0
Not enough money. You still owe $1.00.


Choose a drink:
1. Coke - $1.50
2. Pepsi - $1.25
3. Water - $1.00
4. Sprite - $2.00
5. Coffee - $1.75
6. Gatorade - $1.25
Enter a number (1-6):
```

Successfully shared project on GitHub
Vending

IDE project settings can be added to Git
View Files   Always Add   Don't Ask Again

Vending > Vending.py   19:49   CRLF   UTF-8   4 spaces   Python 3.13 (Vending)