MUP #	- 4		
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		A SHEET OF THE PROPERTY OF THE	programme in the second
Expected actions for passing	ଜ ?	4 7 12 K	
i. select Item and get pri	iæ	mentangan sama ang ang ang ang ang ang ang ang ang an	The state of the s
2. accept bills with	* 1.	A A STAN	
3. dispense items prichate	ed and retur	n change to	Kanada ang mga mga mga mga mga mga mga mga mga mg
194 refind when cantellis	is request	A 11 0	terministramental erakenta, ettenhe attisti erakitana semetikunna maakken maakken sassaala.
Exceptions?	0 11	ind to some -	and the state of the
r. Sold out item	11 11	side, and Arma	there and the state of the stat
2 not enough to interes	X ,		
3. No change	*	1211. A. (e.)	
And the transfer of the transf		A first chipAin	•
XAMPLES	1 Idanov	- 10 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	
rest code		Benación	
Yendong Mechine v1 = new 1	Vending Machin	e () Construct new	i wending
1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1		marine	
Inventory of 1 = new Invant	tony Using	constructive	en intentory
Item item 1 = new Item ())	construct ne	w Hen J
		5	t tigger i statum gette miger heitigen mennen i Steu det Spundige gett dar dikken i Spenier migere av det sen s
		Pi illi	1.
NA THE PARTY OF TH	The of week	The world then	
		manica a maning announce and manica confined and manifestance and manifest	
	A service garage grantering and opposes our sales agreement relative and property of the service and the servi		
	- N.		and the second s
Commence of the fact	provincem a similar in the consideration with a substantial and a		ett (m.). vastajallinniklari (kontaksi-me attaus, senjala, tengani,-maria (m. engal-maj) (m. esalik karen)
	and makes seen about from inclusional deletter, many financing an injurity of glosphic makes to could		amenda francisco de como escapación del pero lorgo en consentida de la como desde pressono e desde combinario
		34 1 4	an ann an Amhailtean an Amhailte an Am

打进一切111 BRUTE FORCE -1222 introduction in south a last gad 3 Massel out the settle mounts of . Vending Machine Inventing the fen. yete inscreed - maker of item - bolance (& Mura) - amount of change available - nashmap of inque of item - # of frame outlon's items (key=item) of Find A - + of items value = man team Behavier mount item) - getters + suriers Behavier :- getters and softers Advertige por each state variable - down item Behauser - insert g - getters and subtract. and change for 200 gut Staters for each will account ATTEN ! state variable - refund cancel request - delete item; - purchase item 14.04 MAY " DIM HE MIH! Optimize - can't think of how to optimize ... WALK THROUGH Vending Markine Vending Machine has I inventory which contains Inventory the stat multiple items and their state - Item 2 - Item 3

MPLEMENT public dass Vendery Martine { datie balance; double change Available int num of Transachions; Inventory inventory inventory poble tanky thous is district towns (I still to the solution = toke public Vending Marnine (double change Available) (
this. change Available = change Available; this. Inventory = new Inventy (); public word insert Money (double money) {

balance += money

? plotte solde perbloange (int item ID) ?

plotte void purpare Hem (item ID) ?

checkBalance ();

incentory delete I tem (item ID);

? public void cancel Regrest () { bolance = 0; market of the market

public class Inventory { Hashmap items; public Irrentony () {

// create default nuentony for time being public mas void deletelrem (int itemla) f items get (ircm(d). public leass from { double costi String name; private int mamper itemlout; int idi pillic them (double cost, storry name, int itemlant, int id) 11 set all these variables. TEST test each use case and exception