Vending Machine Annotation

Console application

My vending machine begins with instructions. A user is prompted to enter a product code and to hit enter. To enter multiple items, they must hit enter after each code is typed. After each time they press enter they are given the total price. The user must press P to purchase or can press C at any point to cancel the transaction. Once the user has pressed P they are asked to insert coins with instructions. Once a coin is inserted the program checks the weight, then counts the total and when the number matches or surpasses the amount of the order then the customer is given the correct item and change.

**Features**

Accept Coins

Coins have their own class for weight and amount. When the user inserts a coin the weight it checked through an if statement and the rest of the procedure is in this if statement

Select product

Selecting a product is its own loop as part of the initial part of the assignment. A user enters a product code through a ReadLine. I have created 5 items of each product

Make change

when the number matches or surpasses the amount of the order then the customer is given the correct item and change. This is done by subtracting the total cost by the amount entered

Return Coins

At any point of the program the user can press C to cancel their transaction

Sold Out

After a user enters a product the stock count is displayed

Exact Change Only

See make change

Note: One bug has been discovered in the program. When products run out and the user attempts to enter the next product, the next product must be entered 2 or 3 times before it is registered