## Assignment 1: Java Vending Machine

You need to design a Vending Machine which

1. Accepts coins of 1,5,10,25 Cents i.e. penny, nickel, dime, and quarter. Coins should be collected from System.in till the user hits ‘q’ (w/ exception handling for errors)
2. Allow user to select products Coke(25), Pepsi(35), Soda(45). Product description should be collected from System.in (w/ exception handling for errors)
3. Allow user to take refund by canceling the request
4. Return selected product and remaining change if any
5. Allow reset operation for vending machine supplier

Stock the Vending Machine with initial supply of products and change (decided by you in the constructor).

Your implementation of Java Vending Machine should throw the following Exceptions:  
*NotFullPaidException*  
An Exception thrown by Vending Machine when a user tries to collect an item, without paying the full amount.  
  
*NotSufficientChangeException*  
Vending Machine throws this exception to indicate that it doesn't have sufficient change to complete this request.  
  
*SoldOutException*  
Vending Machine throws this exception if the user request for a product which is sold out.

There will be **demo required during the lab class**. Code which do not compile and run will receive 0 points.

Turn in your codes with a Readme file explaining your code and results.