Start

Load items and pricing from inventory using items.txt and pricing.txt

Items.txt 🡪 Map<String, Item> items

Pricing.txt 🡪 LinkedHashMap<String, BigDecimal> itemPrices

(Preserving the insertion order to keep map and display in sync)

Display items dynamically from <itemPrices>

Confirm proceed

Get payment from user into Money obj, validate🡪 totalAmount > 0

Prompt user for option - this option maps to the item pricing map

Get item from inventory

Dispense Change

Get item from inventory::

Get name of the item with same index 🡪 itemPrice obj

Check if totalamount available  > itemPrice.getPrice(), if not throw exception

Get Item obj using itemPrice.getName()

Check <items> has an entry for this item

If so, Check if corresponding <Item List> size is > 0

Pop the first item in List (update map)

Else 🡪 Item Sold out exception

Update the inventory 🡪 write updated map contents to items.txt

Calculate change (ItemPrice – totalAmount)