1.)

```
Anterior start

Armony.int = 20
Armony * Armony.int
Assemble

Assume{
  Armony + 2
  Assemble
  Armony < 3
  Again true
}

Anterior end
```

Output: 20, 0, false

2.)

```
Anterior start

Assume{
  Armony - 2 # -2
  Assume {
      Assemble
  }
  Armony > 0.0 # 0.0
  Armony + 2.0
  Again true
  Assemble
}

Anterior end
```

Output: null, null, null

3.)

```
Anterior start

Assume{
```

```
  Armony.float = 1.0
  Armony + 1.0
  Assemble
  Again (n)
}
```

Anterior end

For the vending machine:

Type : String
Name: Item
Description: This is a list of items that the customer can choose from.

Type : Number
Name: Price
Description: This is the amount of corresponding items.

Type : Number
Name: Payment
Description: This is the amount that the customer entered for the item selected..

Type : Number
Name: Change
Description: This is the difference of the customer’s entered amount and the price of the item.