**CSE - 3216**

**Software Design Pattern Lab**

**Lab Task 4**

**Assumptions**

The assumptions made for this lab task are as follows -

* The vending machine always has enough\* change to dispense.
* If a customer cancels their order, they will get exactly what they had inserted i.e. they will get their exact inserted coin combination. This is done to prevent people from using the vending machine as some sort of coin changing machine.
* The customer cannot cancel the transaction after the order has been placed. Otherwise they are free to take back the money they have placed into the vending machine.
* If the beverage the customer wishes to order is not available, the machine will simply return their inserted coins.
* Customers can only order one beverage at a time.
* If the price of a beverage is greater than what the customer has provided, the vending machine directly ejects the money.
* It does not take noticeable time to prepare the beverage.
* Only updating the menu and the inventory is enough to add new beverages to the vending machine.

\*In the given lab task, we are assuming that there are a limited number of beverages available per day (e.g. 5 Coffees or 5 Cappuccinos). Their prices being 1.2 and 1.5 dollars, having 20 of each type of coin is more than enough to go through the whole day.