

UI tips:

- talking user through what is the next thing to do
- create minimum amount of interactions - single key versus hitting enter-
- Have a press any key to continue at the bottom of each selection
- Stay on product menu when selecting products whether valid or invalid selection
- Can't get back to main menu from product selection menu
- Local time for log - (.Now instead of .UtcNow)

Bugs :

- Can't get back to main menu from product selection menu
- Need exception handling for reading in a corrupt file (vending csv)

Code:

Change class:

- Doesn't need to know business logic (amount entered, purchase amount)
- Just needs numquarters, dimes, nickels, do
- Just tell constructor how much money that needs to be converted into coins

Log class

- Don't need member variables, passed in as parameters

Report

- Clean up whitespace
- Magic number (5) should be a constant
- 3 separate distinct functionalities: A method to read in report, a method to update, a method to write out

VendingMachine.cs

- Don't make inventory public - others would have access and change quantities
- Already have method that gets access
- Encapsulation - Read file should be private
- Put in relative path to current directory - otherwise only works in debug mode (because we set current directory)
- Don't need to create list for
 - Need a try catch inside while loop or exit reading file and say file is corrupt
- Move member variable, properties to top
- Should be method called purchase, vending machine internally should change the balance, allowing CLI to set it, is like leaving vending machine door open - also makes it untestable in unit tests
- Log should be inside add money method, not in menu
- Same with running total - set in vending machine, read only in menu class public get
- DispenseItems method should return list of VendingItems, not a string

- Need try catch in program when creating a new vending machine - to catch anything that makes it all the way out - example if file was corrupted
- Redundant totalMoney
- On vending menu should only be calling methods
- Should have display menu method, and for every menu selection -- should have method to call -- each method should have a console clear before it writes out the new menu
- COMMENT BLOCKS ON ALL methods, memory variables, properties, constructors

- Logging should be inside purchase items method inside vending machine
- All selection options should be calling methods to be readable, consolidated.

Main points:

- Clean up accessibility, get everything possible into vending machine
- Pass things as parameters, not set to member variables whenever possible
- Comment everything
- Pull everything out of cli (everything but menus)