create vending-machine.go in folder exercise:



```
Vending Machine
```

```
Coin: TEN(10), Five(5), TWO(2), ONE(1)
T F TW 0
```

Coin Return: returns all inserted money

#Criteria

Unlimited items
Unlimited change
Currently inserted money



vending-machine: Test Cases



1. Buy SD(soft drink) with exact change

Insert: T, F, TW, 0

Currently inserted money: 18

Choose: Select SD

Return: SD

2. Start adding change but hit coin return

Insert: T, T, F

Currently inserted money: 25

Choose: Coin Return

Return: T, T, F

3. Buy CC(canned coffee) without exact change

Insert: T, T

Currently inserted money: 20

Choose: Select CC

Return: CC, F, TW, 0



vending-machine:

```
func main() {
    vm := NewVendingMachine(coins, items)
    // Buy SD(soft drink) with exact change
    vm.InsertCoin("T")
    vm.InsertCoin("F")
    vm.InsertCoin("TW")
    vm.InsertCoin("0")
    fmt.Println("Inserted Money:", vm.GetInsertedMoney())
    can := vm.SelectSD()
    fmt_Println(can) // SD
```



vending-machine:

```
func main() {
    vm := NewVendingMachine(coins, items)
    // Buy CC(canned coffee) without exact change
   vm.InsertCoin("T")
   vm.InsertCoin("T")
    fmt.Println("Inserted Money:", vm.GetInsertedMoney())
    can = vm.SelectCC()
    fmt.Println(can) // CC, F, TW, 0
```



vending-machine:

```
func main() {
   vm := NewVendingMachine(coins, items)
   // Start adding change but hit coin return
   vm.InsertCoin("T")
   vm.InsertCoin("T")
   vm.InsertCoin("F")
    fmt.Println("Inserted Money:", vm.GetInsertedMoney(
   change := vm.CoinReturn()
    fmt.Println(change) // T,
```



vending-machine: func main() {

```
vm := NewVendingMachine(coins, items)
  Buy SD(soft drink)
                     with exact change
vm.InsertCoin("T")
vm.InsertCoin("F")
vm.InsertCoin("TW")
vm.InsertCoin("0")
fmt.Println("Inserted Money:", vm.GetInsertedMoney())
can := vm.SelectSD()
fmt.Println(can) // SD
// Buy CC(canned coffee) without exact change
vm.InsertCoin("T")
vm.InsertCoin("T")
fmt.Println("Inserted Money:", vm.GetInsertedMoney(
can = vm.SelectCC()
fmt.Println(can) // CC,
// Start adding change but hit coin return
vm.InsertCoin("T")
vm.InsertCoin("T")
vm.InsertCoin("F")
fmt.Println("Inserted Money:", vm.GetInsertedMoney())
change := vm.CoinReturn()
fmt.Println(change) // T, T, F
```

