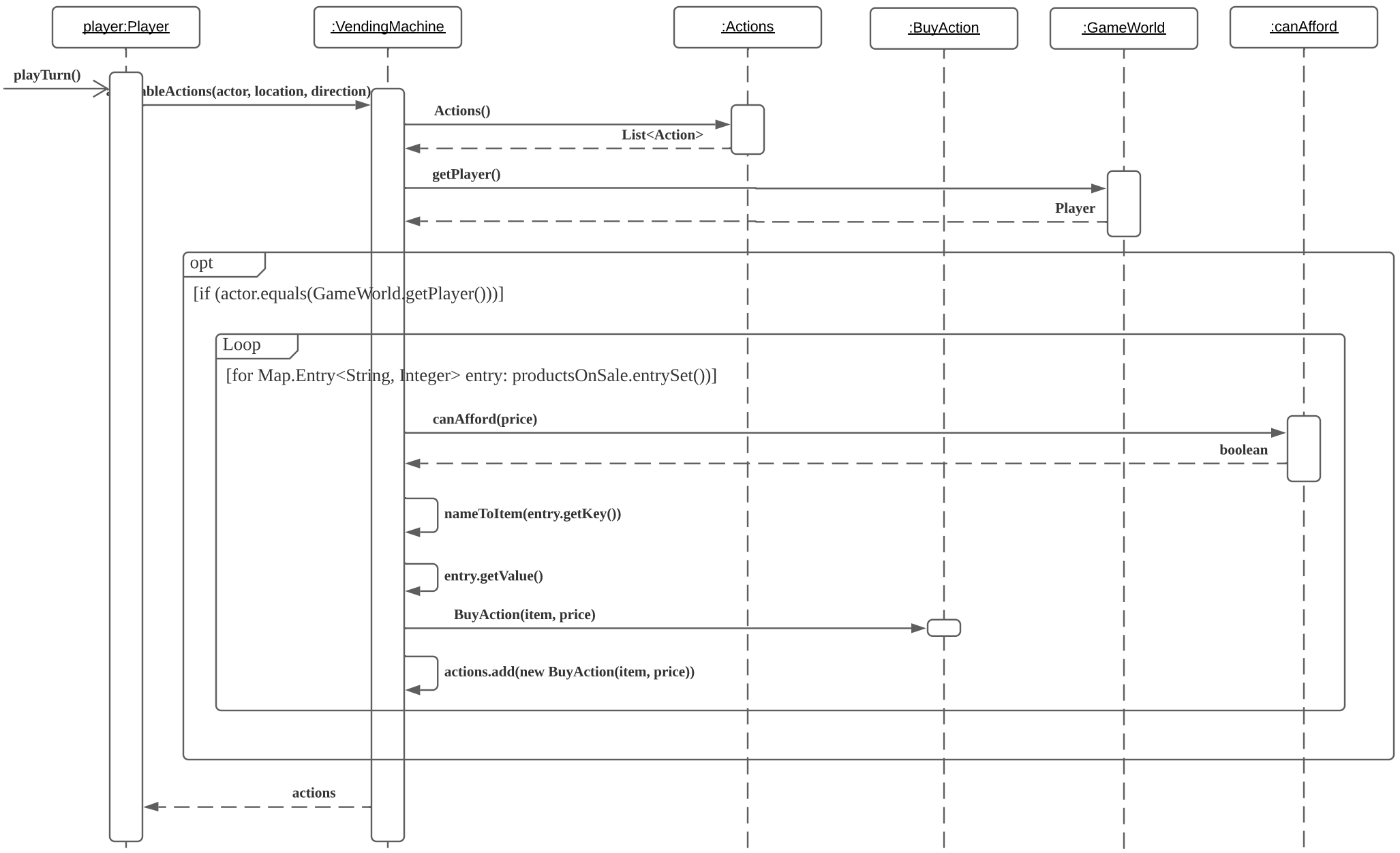
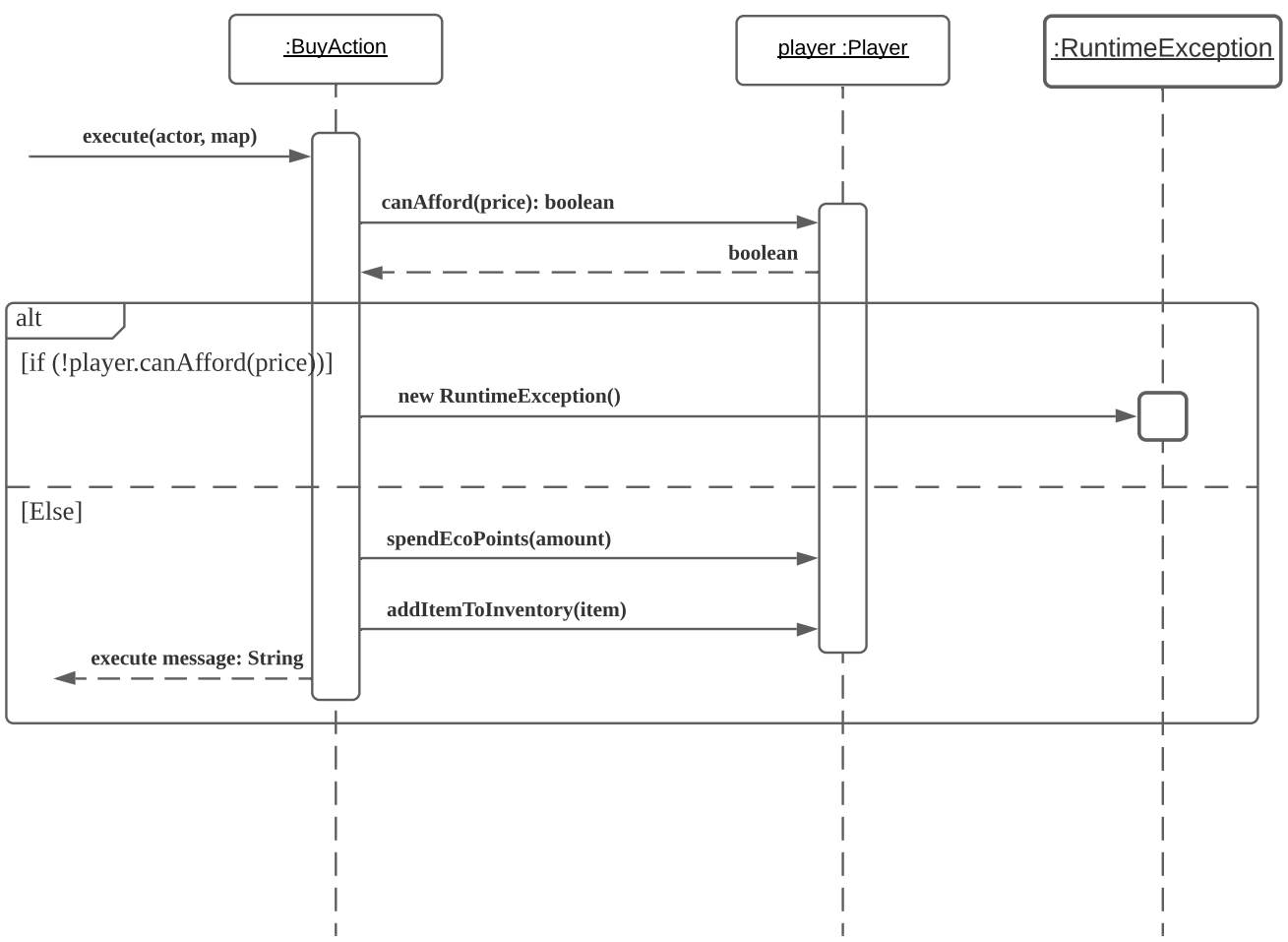
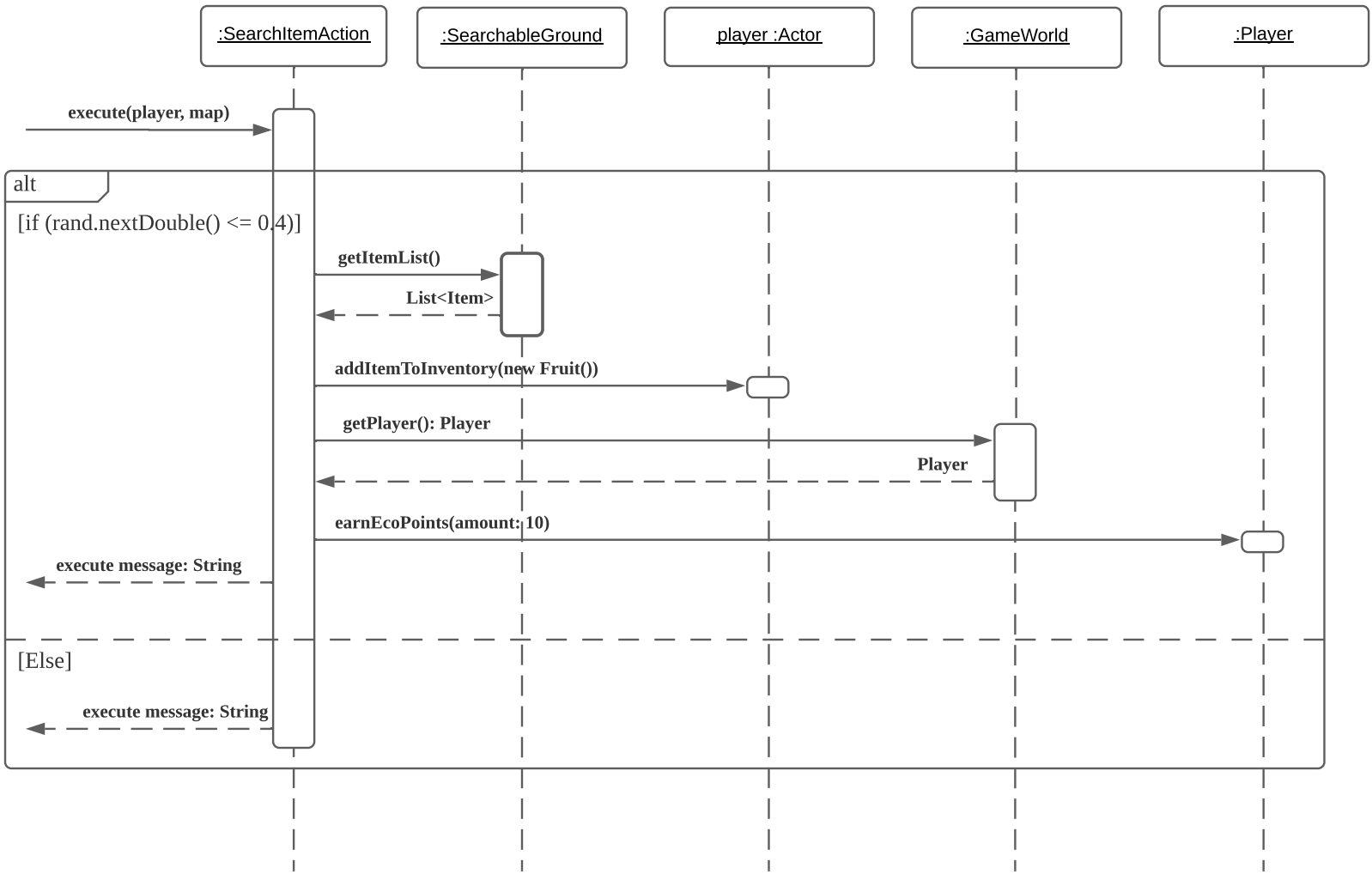
# VendingMachine



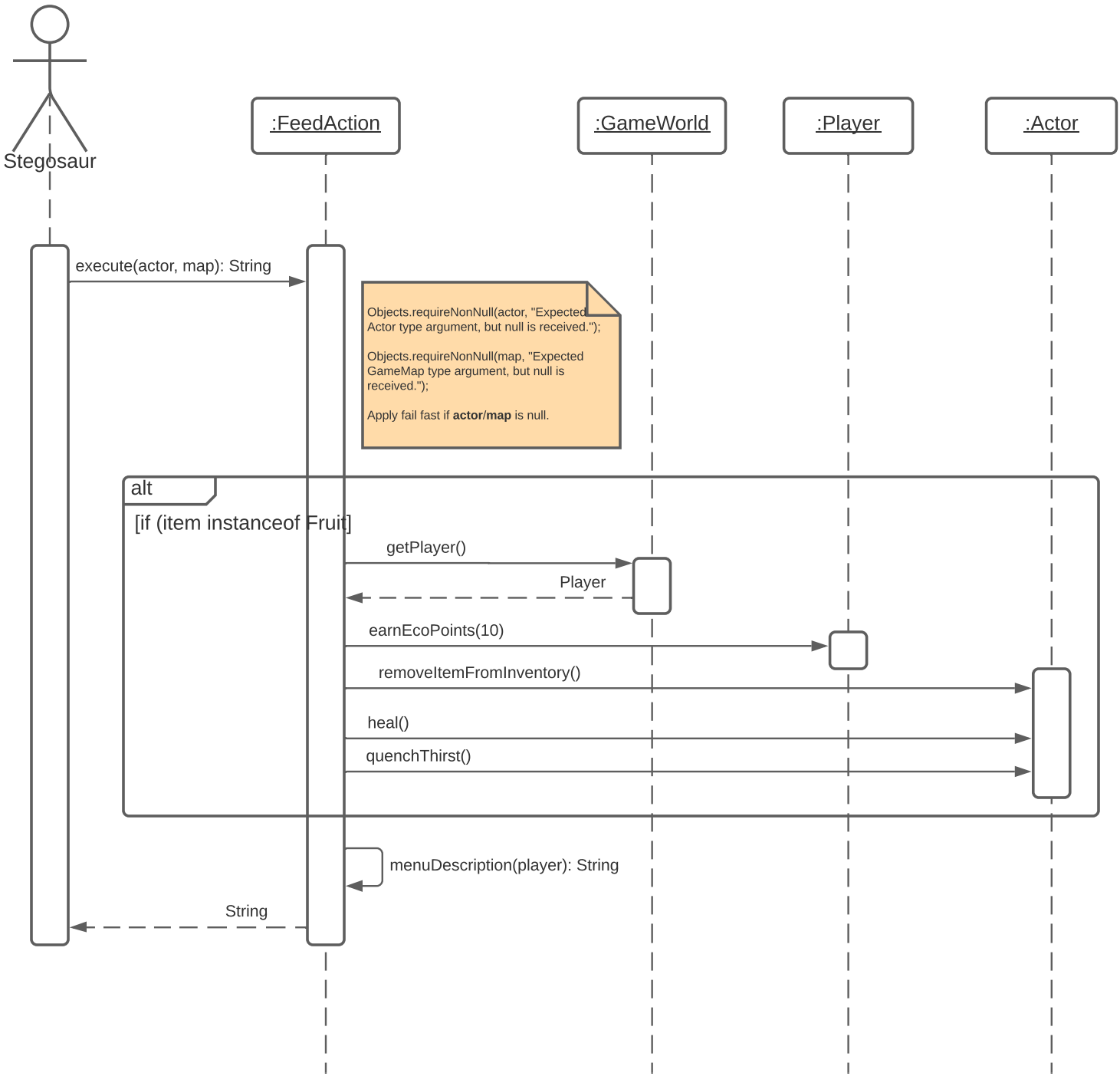

# BuyAction



# SearchItemAction



# FeedAction


Stegosaur
:FeedAction
:GameWorld
:Player
:Actor
execute(actor, map): String
Objects.requireNonNull(actor, "Expected Actor type argument, but null is received.");
Objects.requireNonNull(map, "Expected GameMap type argument, but null is received.");
Apply fail fast if actor/map is null.
alt
[if (item instanceof Fruit]
getPlayer()
Player
earnEcoPoints(10)
removeItemFromInventory()
heal()
quenchThirst()
menuDescription(player): String
String