

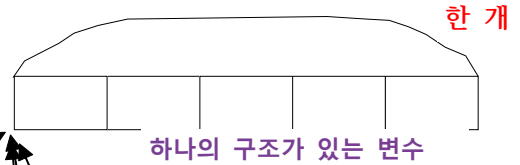
```
package com.capsule;
```

```
public class 자판기프로그램 {
```

```
    public static void main(String[] args) {  
        커피데이터 coffee = new 커피데이터();  
        printInfo(coffee);  
        fillCoffee( coffee);  
        String result =밀크커피만들기(coffee, 100);  
    }
```

```
public class 커피데이터 {  
    int 설탕=1000;  
    int 프리마=1000;  
    int 원두=1000 ;  
    int 물=10000;  
    int 매출금액=0;  
}
```

coffee



```
//현재 커피정보 출력
```

```
public static void printInfo( 커피데이터 coff) {  
    System.out.println("<<현재커피 정보 출력>>");  
    System.out.println( coff.매출금액);  
    System.out.println( coff.물);  
    System.out.println( coff.설탕);  
    System.out.println( coff.원두);  
    System.out.println( coff.프리마);  
}
```

coff

```
// 추가로 채우기
```

```
public static void fillCoffee( 커피데이터 coffee ) {  
    coffee.물 +=1000;  
    coffee.원두 += 100;  
    coffee.설탕 += 100;  
    coffee.프리마 += 100;  
}
```

coffee

```
public static String 밀크커피만들기( 커피데이터 coffee , int 돈) {  
    if( 돈==100) {  
        System.out.println( "밀크커피만들기");  
        coffee.물 -= 10;  
        coffee.설탕 -= 20;  
        coffee.원두 -=10;  
        coffee.프리마 -=10;  
        return "밀크커피";  
    }  
    return "";  
}
```

coffee 돈