ISD CW ONE 2011-12

**Purposes of this assignment:**

* To get you started using basic Java constructs, including:
  + The use of **Scanner** to get user input
  + Declarations, assignment statements, **if** and **while** statements.
  + **System.out.print** and **println** methods.

**General idea of the assignment:**

Simulate the operation of a drink vending machine. This machine offers Coke, Coke Zero, and Caffeine-free Diet Coke. All drinks cost €1 (100 cents). The machine does not take euro bills or one cent coins, but it does take five, ten, and 25 cent coins. When enough money has been entered, a drink may be selected, and any change is returned (the specific coins are listed).

Only coins in denominations of 5, 10, and 25 cents are accepted. Any other denomination (33 cents, 50 cents, etc.) is rejected and returned.

More than one drink may be purchased (that is, the program doesn't quit after selling one drink).

In the *real world* situation there would be no way to turn off the coke machine; for this assignment an entry of zero cents should stop the machine. ~~When you run the program from within BlueJ, you can stop it by pressing the red square.~~

**Example:**

Here is an example of the use of the program (user input is **brown**).

**Insert coin: 25**

**Amount entered: 25**

**Insert coin: 25**

**Amount entered: 50**

**Insert coin: 10**

**Amount entered: 60**

**Insert coin: 15**

**Rejecting 15 cent coin**

**Amount entered: 60**

**Insert coin: 25**

**Amount entered: 85**

**Insert coin: 10**

**Amount entered: 95**

**Insert coin: 25**

**Amount entered: 120**

**Please make selection:**

**1 - Coke**

**2 - Coke Zero**

**3 - Caffeine Free Diet Coke**

**Your choice: 2**

**Dispensing Coke Zero**

**Returning 10 cents**

**Returning 10 cents**

**Insert coin: 0**

**Thank you - shutting down the machine**

You may consider using the following program organization:

**package cokeMachine;**

**/\*\***

**\* Coke machine simulation.**

**\* @author Your name goes here**

**\* @version Oct 20, 2011**

**\*/**

**public class CokeMachine {**

**public static void main(String[] args) {**

**// Your code goes here**

**}**

**}**

**Structure of the assignment:**

* Project name: **CokeMachine**
* Package name: **cokeMachine**
* Class names and method signatures:
  + **class CokeMachine**
    - **public static void main(String[] args)**

The above are requirements. You can have additional classes and methods if required.

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