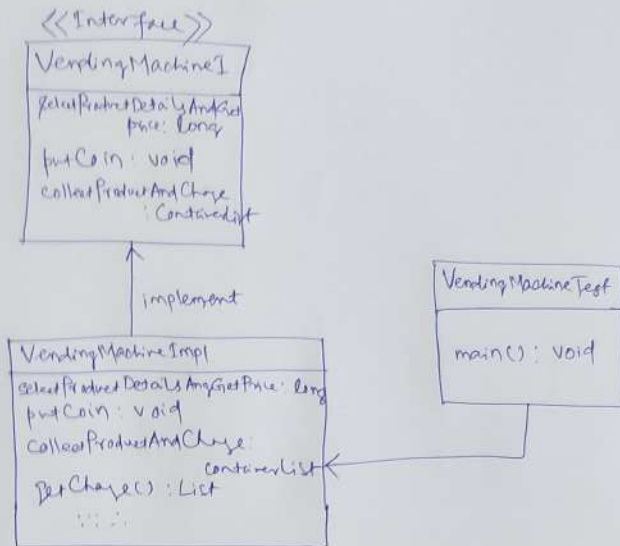


Vending Machine Implementation



Decorator design pattern is implemented for this approach.

- (1) `VendingMachineImpl` is the implementing class of `VendingMachineI` interface.
- (2) In implementing class, inside override method (e.g. `collectProductAndChange()`), `collectChange()` is being called which provides additional functionality.
- (3) `VendingMachineTest` is the test class having `main()`.