Lab – CandyMachine

You've got some money and you want to buy some candy. So, you go up to the candy machine, put in your money, select your candy, and then pick up your candy and your change. Sounds simple, huh?

Sample Output:

```
Welcome to THS's Computer Candy Machine!
     All candy provided is virtual.

How much money do ya got? > $1.00
$1.0, that's all?
Well, lemme tell ya what we got here.

A        $0.65    Twix
B        $0.50    Chips
C        $0.75    Nutter Butter
D        $0.65    Peanut Butter Cup
E        $0.55    Juicy Fruit Gum

So, What'll ya have?  > c

Thanks for purchasing candy through us.
Please take your candy, and your $0.25 change!
```

```
Welcome to FHS's Computer Candy Machine!
     All candy provided is virtual.

How much money do ya got? > $0.50
$0.5, that's all?
Well, lemme tell ya what we got here.

A        $0.65    Twix
B        $0.50    Chips
C        $0.75    Nutter Butter
D        $0.65    Peanut Butter Cup
E        $0.55    Juicy Fruit Gum

So, What'll ya have?  > D

You're broke.  Take your $0.50 and go elsewhere.
```

Need some help getting started, here's a guide to one possible solution. Remember there are several ways to solve a programming problem, so it is possible to do something completely different and still solve the problem correctly.

1. Prompt the user for the amount of money they are going to put into the candy machine.

2. **Use a method to:** Provide the user with the types of candy available in the machine and their respective prices. Return the cost of their candy or -1 if they made an invalid choice.
   - You get to decide what candy your machine has, and how much each item costs. You must have at least 5 items.

- Prompt the user for which piece of candy they would like to purchase.
- <u>Return</u> the cost of that piece of candy.
  - ▪ **Here's where your if statements come in!**

The method header for this method might look something like this:
```
public static double displayChoices()
```

You will need to store the result of this method into a variable in the main method.

3. **Use a method to:** Check to make sure the user can afford this piece of candy. You will need to <u>pass the cost of the candy and the amount of money inserted</u> to this method.
   - **Yay! More if statements!**
   - If they cannot afford, tell them they didn't provide you with enough money and return their money.
   - If they do have enough, dispense the candy and indicate return their change.

The method header for this method might look something like this:
```
public static void dispense(double moneyInserted, double candyCost)
```