



1: execute(Actor actor, GameMap map)

This action does not differ largely from the one designed before. The difference is that we consider to display a menu for the user to choose the item they would like to buy.

1.1: item = vendingMachine.menuVendingMachine();

2.1: prints options

2.2: creates Item choosen

return Item

1.2: vendingMachine.getRequiredPoints(item)

return required points to buy item

Alternative

[actor insatnceOf Player]

Alternative

[actor.getEcoPoints()>= requiredEcoPoints]

1.3: actor.payEcoPoints(requiredEcoPoints)

1.4: actor.addItemToInventory(item)

1.5: output= "item is successfully bought"

[Else]

1.6: output = "Not enough money to buy the following item"

return output