

IT 330

Assignment 3

Spring 2016

Due 5/1/2016 by 11:59pm

Point Totals: 100 Points

Summary

Modify the VendingMachine class, shown in Class3, so that it sells three types of candy bars, instead of one as it currently does. Modify the Console App to test the class then create a WPF application that uses your new VendingMachine class

WPF App Detailed Specs:

1. A "Deposit Quarter" button that puts money into the vending machine for purchase.
2. Three "Select Item" buttons that select a candy bar.
3. Textboxes or other controls that show how many candy bars of each type are remaining.
4. Images that show what the candy bars look like.

Deliverable

Submit a zip file on D2L using this naming convention: Proj3-Smithz.zip, where Smith is your last name. The zip file should include:

1. A console application that tests your enhanced VendingMachine class.
2. A WPF application that uses your enhanced VendingMachine class.

Bonus

Only for bragging rights! Modify the VendingMachine class, Console and WPF app so that the candy bars can support different prices. ☺

Grading Breakdown

- Projects that don't compile will receive an automatic 0!
- Functionality of Vending Machine Class: 30%
- Functionality of WPF Application: 25%
- User Interface Design: 15%
- Functionality of Console Application: 15%
- Comments: 5%
- Indentation: 5%
- Submitted Correctly: 5%