

Project

VM sources root, ~/Desktop/VM

.idea

out

Inventory

ItemCategory

README.md

VendingMachine

External Libraries

Scratches and Consoles

VendingMachine.java

Inventory.java

ItemCategory.java

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1 usage

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1 usage

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```

public VendingMachine() {
    inventory = new Inventory();
}

public void displayMenu() {
    System.out.println("Welcome");
    System.out.println("Available items:");
    for (int row = 0; row < 6; row++) {
        for (int col = 0; col < 6; col++) {
            if (inventory.isItemAvailable(row, col)) {
                ItemCategory item = inventory.getItemType(row, col);
                double price = inventory.getItemPrice(row, col);
                String itemInfo = (row + 1) + "-" + (col + 1) + ": " + item + " - $" + price;
                System.out.println(itemInfo);
            }
        }
    }
}

public void selectItem(int row, int col) {
    if (inventory.isItemAvailable(row, col)) {
        ItemCategory selectedItem = inventory.getItemType(row, col);
        double itemPrice = inventory.getItemPrice(row, col);

        System.out.println("You selected: " + selectedItem);
        System.out.println("Price: $" + itemPrice);

        Scanner scanner = new Scanner(System.in);
    }
}

```