ECET 16400 Lab 10-11 Spring 2018

Pre-Lab(s): **Program 8-5: Car List application page 513-514**
Tutorial 8-5: Phonebook Application page 515-520

Lab 10-11

You will do Programming Problem 11. Drink Vending Machine Simulator (chapter 8, page 538-539)

You have two full lab sessions to complete this program.

<mark>It is due by end of the second lab session !!!!!</mark>   You will work in teams.

Submission:
Completed program must follow all good coding and program design practices introduced and enforced in this class.
Only one submission per team.
Submit your completed zipped project file.

The following week we will take a few minutes and review some submitted solutions

Your finished Program:
- You must follow the books instructions.
- You may change the user interface to display different items, but your interface must have a similar" look" as the books
  - For example, Your user interface must include
    - five vending machines items from which the user can select
    - each vending machine item must include its cost and remaining count
    - a total sales must display the current total sales at all time

<mark>You must declare a structure and use it appropriately</mark> (as exampled in class Tutorial 8-5). You may use an array, list, or txt file or another approach to update the structure items as selected.

Completed program must follow all good coding and program design practices introduced and enforced in this class.