You will now need to start implementing the logic of the vending machine, building on top of my (simulated) hardware.

### Requirements

For this assignment, your task is to get the vending machine to correctly react to coin insertions and button presses.

You have to do this by writing one or more classes that are designed to listen for the right kind of events from the hardware, then call other methods on the hardware to get it to do the appropriate thing according to the current state: no money entered, no pop vended! as an example.  [You will be using the same hardware as in Individual Assignment 2](https://d2l.ucalgary.ca/d2l/common/dialogs/quickLink/quickLink.d2l?ou=190906&type=coursefile&fileId=org.lsmr.vending.zip).

Your classes should go in a new Eclipse Java project called ca.ucalgary.seng300.a1 containing a package of the same name.  Your JUnit test suite must go in another package called ca.ucalgary.seng300.a1.test in that project.

You MUST NOT alter the hardware source code.  We will test your logic implementation against a fresh copy of the hardware to make sure that you have not changed anything.

Your logic class(es) will need to be installed in the hardware by first instantiating it (or them) and registering these objects with the correct pieces of hardware.  Your implementation should take care of this.

You should strive for good coverage of your logic implementation by your test suite.  There are no magic numbers, but 0% is clearly not acceptable.  You can assume that the hardware functions as it should, i.e., integration tests involving parts of your logic and my hardware are fine.

Mr. Client says: "There is no need to be fancy at this point.  Don't return change.  Don't turn on notification lights.  Don't print out meaningful messages to the VM's display."  If you ignore Mr. Client, expect him to not be happy.

Food for thought: When is it OK to not worry about Mr. Client's happiness?

### Questions and Answers

There are lots of things that have not been explained in much detail.  Guessing at the answers is not a great idea, especially if you don't check.  Who can you check with?  Mr. Client, of course!  Although he is a busy guy, he will sometimes be able to answer your questions ... he doesn't have D2L access so we will forward messages back and forth when it seems appropriate. :-)

Please post all messages about this assignment to the [Ask Mr. Client -> Group assignment 1](https://d2l.ucalgary.ca/d2l/common/dialogs/quickLink/quickLink.d2l?ou=190906&type=discuss&rcode=UCalgary-722817) discussion forum.  Any non-personal email sent to us will be copied there, including your name, and answered there.  Be professional.  Be courageous.  "Dumb questions" are sometimes the most important ones to ask!  Fortunately, I learned that early as a student.

### Assignment submission

Your assignment solution must be submitted in this Dropbox folder by the due date as indicated on the dropbox folder; resubmission (to make changes) before the due date is just fine: we will grade the most recent one.

You should place your project in a ZIP file that you upload to the Dropbox folder.  (Do not include the hardware classes.)

Each team can just submit one version of your code.

Ensure that the submission includes the names of all the team members and their student numbers.  You can just put that in the comments.