**Drink Vending Machine Simulator Psuedocode**

Create a base class named Drink and a multi-dimensional array to hold the data about each drink. Create Drink objects and name properties. Get the data from the array elements. Subtract the units sold and calculate the total units sold. Display data.

Create the Drink Class

Create the constructors

Define the accessors properties

Declare variables

Create an array to hold the drink data

Create Drink objects for each drink

Name and assign properties from the array elements

Get the values from the array

Subtract the drink sold from the count

Accumulate the total sales

Display

Display the starting drink count and zero sales

Display the drinks left

Display the total sales

Display messages when the drinks are sold out

Clear Form

Display the drinks left