Drink Vending Machine IPO

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| --- | --- | --- |
| Input | Processing | Output |
| Cola picture click  Root beer picture click  Lemon lime picture click  Grape soda picture click  Cream soda picture click | Each time the user clicks a picture box, the program declares an object from the Drink class, sets the objects name property, and gets the data stored in the array. It then subtracts the units sold and totals the sales amount. Then it reassigns a new value to the array amount element   * Create Class * Create constructors * Define fields * Call accessors * Declare variables * Create array * Create objects * Name object properties * Get data from array * Assign to variables * Calculate count and sales * Assign array elements new values   Clear Form   * End application | Display the drink’s left for each of the drinks  Display the total sales  Display a message when the drinks are sold out |