Package VendingMachine

Class Summary

Coffee

Cola

Container

DrinkChamber

OrangeJuice

VendingMachine

VendingMachine

Class Coffee

```
java.lang.Object
    |
    +--VendingMachine.Drink
        |
        +--VendingMachine.Coffee
```

< Constructors >

---

public class **Coffee**
extends VendingMachine.Drink

Author:

jiqbal {@inheritDoc} This class extends Drink interface add price for Coffee.

Constructors

Coffee

```
public  Coffee()
```

VendingMachine

Class Cola

```
java.lang.Object
    |
    +--VendingMachine.Drink
        |
        +--VendingMachine.Cola
```

< Constructors >

---

public class **Cola**
extends VendingMachine.Drink

Author:
jiqbal {@inheritDoc} This class extends Drink interface add price for cola.

Constructors

Cola

```
public  Cola()
```

VendingMachine

Class Container

```
java.lang.Object
    |
    +--VendingMachine.Container
```

< Constructors > < Methods >

---

public class **Container**
extends java.lang.Object

Author:
jiqbal {@inheritDoc}

Constructors

Container

```
public  Container()
```

Methods

addItem

```
public void addItem(VendingMachine.Drink item,
                    java.lang.Object count)
```

Parameters:

item - Item to to added
count - Item count to be added

---

getItemCount

```
public java.lang.Object getItemCount(VendingMachine.Drink item)
```

Parameters:

item - Drink

Returns:

I Container for the item.

VendingMachine

Class DrinkChamber

```
java.lang.Object
    |
    +--VendingMachine.DrinkChamber
```

< Constructors > < Methods >

---

public class **DrinkChamber**
extends java.lang.Object

Author:

jiqbal {@inheritDoc} This class is used to implement a Drink Chamber having three different Drink types

Constructors

DrinkChamber

`public` **`DrinkChamber`**`()`

Methods

getCoffeeCount

`public java.lang.Integer` **`getCoffeeCount`**`()`

Returns:

Integer : coffee count from DrinkChamber

---

getColaCount

`public java.lang.Integer` **`getColaCount`**`()`

Returns:

Integer : cola count from DrinkChamber

---

getOJCount

`public java.lang.Integer` **`getOJCount`**`()`

Returns:

Integer : orange juice count from DrinkChamber

---

loadInventory

`public void` **`loadInventory`**`()`

This method load the Drinks into Drink Chamber with default quantity

---

takeACoffee

`public Coffee takeACoffee()`

Returns:

Coffee : Drink This method reduce the Coffee count by reducing the count - 1 and returns a coffee drink. If the drink count become less then zero it prints an error of err console "coffee" and returns a null.

---

takeACola

`public Cola takeACola()`

Returns:

Cola : Drink This method reduce the cola count by reducing the count - 1 and returns a cola drink. If the drink count become less then zero it prints an error of err console "cola" and returns a null.

---

takeAOJ

`public OrangeJuice takeAOJ()`

Returns:

OrangeDrink: Drink This method reduce the Orange Juice count by reducing the count -1. If the drink count become less then zero it prints an error of err console "orange juice", and return a null.

VendingMachine

Class OrangeJuice

```
java.lang.Object
    |
    +--VendingMachine.Drink
        |
        +--VendingMachine.OrangeJuice
```

< Constructors >

---

public class **OrangeJuice**
extends VendingMachine.Drink

Author:

jiqbal {@inheritDoc} This class extends Drink interface add price for OrangeJuice.

Constructors

OrangeJuice

```
public  OrangeJuice()
```

VendingMachine

Class VendingMachine

```
java.lang.Object
    |
    +--VendingMachine.VendingMachine
```

< Fields > < Constructors > < Methods >

---

public class **VendingMachine**
extends java.lang.Object

Author:
jiqbal {@inheritDoc} Vending Machine

Fields

amountPaid

```
public double amountPaid
```
represent total amount paid during a drink dispensing session.

---

drinkChamber

```
public DrinkChamber drinkChamber
```

Constructors

VendingMachine

```
public  VendingMachine()
```

Methods

DisplayMenu

```
public void DisplayMenu()
```

Display Menu on console.

---

calculateChange

```
public double calculateChange(double price,
                              java.lang.String insertedCoins)
```

Parameters:

price - Double price of the drink
insertedCoins - String of coins. insertedCoins is tokenized using spaces, e.g., OE OE OE for 3 Euro.

Returns:

double the amount to be paid back.

---

calculateReturningCoins

```
public int[] calculateReturningCoins(double change)
```

Parameters:

change - Double the amount to returns in terms of Coins

Returns:

int[] list of coins to be returned corresponding to TE OE FC TC

---

captureInputAndRespond

```
public java.lang.String captureInputAndRespond()
```

Returns:

EXIT: String

---

captureMoney

```
public java.lang.Boolean captureMoney(java.lang.String selection,
                                      double price)
```

Parameters:

selection - String drink selected
price - double price of the drink

Returns:

boolean return true if user gets the drink and change if any.

---

displayReturningCoins

```
public java.lang.String displayReturningCoins(double change)
```

Parameters:

change: - double value of returning amount to show in coins.

Returns:

String message printed on console for returning the coins.

---

getAmountPaid

```
public double getAmountPaid()
```

Returns:

double Getter for amountpaid

---

getDisplayMenu

```
public java.lang.String getDisplayMenu()
```

---

getDrinkChamber

```
public DrinkChamber getDrinkChamber()
```

Returns:

DrinkChamber Getter for Drink Chamber

---

main

```
public static void main(java.lang.String[] args)
```

---

powerUpVendingMechine

```
public void powerUpVendingMechine()
```

This method is responsible to create a drink chamber and load it with default number of drinks.

---

processSelection

```
public VendingMachine.Drink processSelection(java.lang.String selection,
                                             boolean paymentOK)
```

Parameters:

selection - String drink selected
paymentOK - boolean represents that payment is okay.

Returns:

Drink to be taken

---

setAmountPaid

```
public void setAmountPaid(double amountPaid)
```

Parameters:

amountPaid - Double Setter for amountPaid

---

setDrinkChamber

```
public void setDrinkChamber(DrinkChamber drinkChamber)
```

Parameters:

drinkChamber - DrinkChamber Setter for drink chamber.