

Use:

Managers:

- add snack
- delete snack
- edit price
- change pin
- change user
- end program

Customer:

- insert coins
- buy snacks
- print current balance
- change user
- print snacks
- end program

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Classes:

- Main: starter method
- Snacks: constructor to create Snacks
- IO: handle InOutPut and print boxes
- UserManagers: handles users
- CustomerHandler: includes customer functions
- ManagerHandler: includes manager functions
- SnackImporter: imports snacks from Database + push, delete, update method
- PrintSnackMachine: prints out snack in a grid