

Workshop Vending Machine

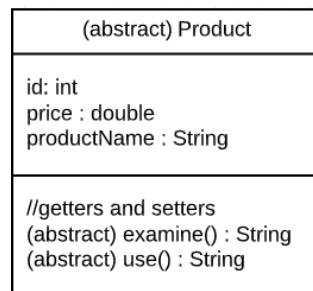
Your task is to create a VendingMachine (candy vending machine) in Java. It should be able to receive money in predetermined amounts. Of course, you should also be able to decide which product to buy by choosing the product from a list of choices. The machine should also be able to give back change

Step 1: Create Product

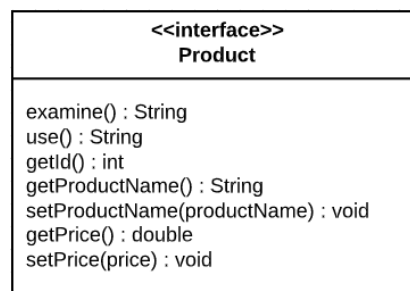
Create a **package** called **model**

Define **one** of the following options inside **model** package.

Option 1: Abstract class Product



Option 2: Interface Product



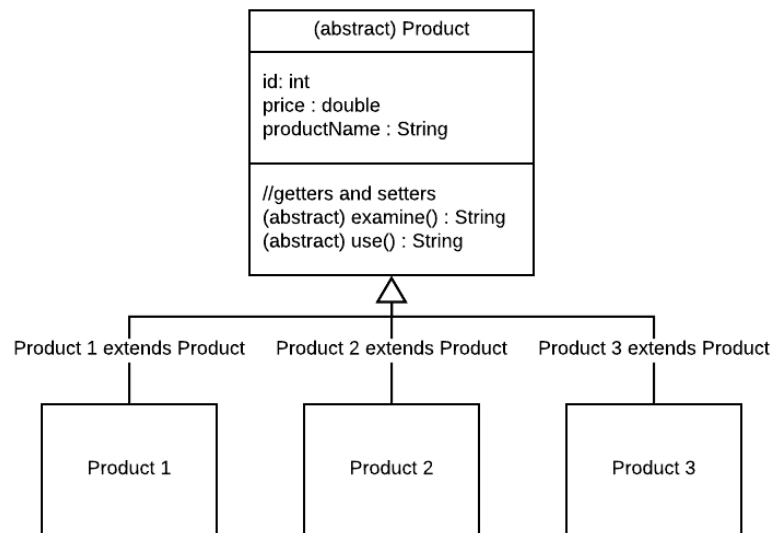
Step 2 extend or implement Products:

Give the classes good names in order to specify the type of product.

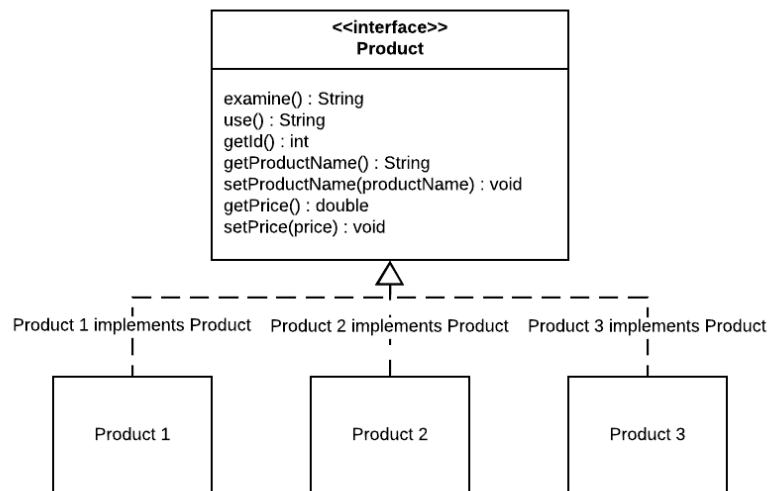
The classes should have at least **one unique field** in them.

Override needed methods.

Option 1: Abstract class

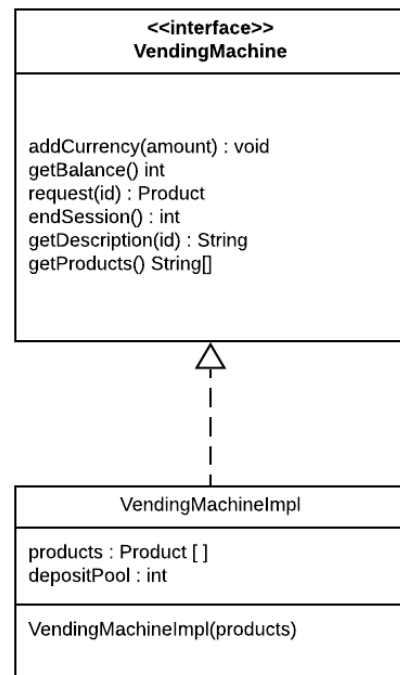


Option 2: Interface



Step 3: Create interface and implement class

1. Create **interface** *VendingMachine*
2. Create a **class** that *implements* *VendingMachine*
3. Make sure implemented class **overrides** all methods from *VendingMachine*.
(Implementing functionality is next step.)



Step 4: implement methods

- Add Currency:
 - Add money to the deposit pool. Only accepts the following values:
1,2,5,10,20,50,100,200,500,1000
- Request:
 - Buy requested Product if there is enough money in the depositPool.
- End Session:
 - Returns depositPool and set it to 0
- Get Description:
 - Returns a String of a Product description
- Get balance:
 - Returns the depositPool (not clearing it)
- Get Products:
 - Returns String array where each String contains the Product's id, name and price