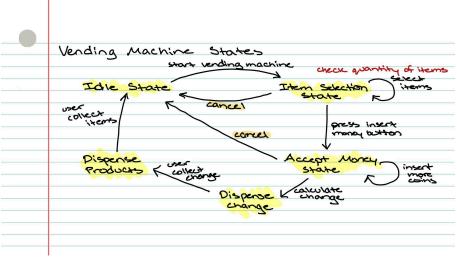
8 WH

GitHub Link: https://github.com/mvernon-cpp/CS5800-HW8

Printout of code is after screenshots.

STATE & CHAIN OF RESPONSIBILITY



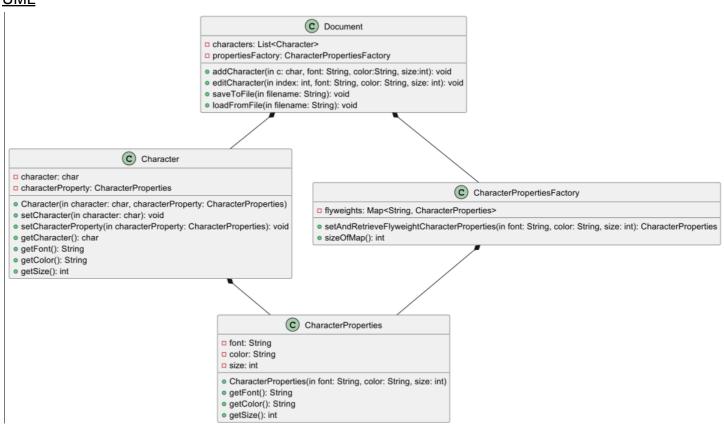
```
"C:\Program Files\Java\jdk-18.0.2.1\bin\java.exe" "-javaagent:C:
Creating Vending Machine
Vending Machine already in Idle State
Filling Vending Machine
            $2.99 Remaining: 10]
2. [Pepsi $2.99 Remaining: 10]
3. [Cheetos $4.48
                    Remaining: 8]
4. [Doritos $3.98
                    Remaining: 12]
5. [KitKat $1.99
                    Remaining: 20]
                $2.29 Remaining: 10]
6. [Snickers
Changing state to Item Selection. User can now select snacks.
Select snack number (0 - exit, 7 - cancel selection):
Enter quantity:
Invalid quantity entered. Snack not added.
Select snack number (0 - exit, 7 - cancel selection):
Enter quantity:
Invalid quantity entered. Snack not added.
Select snack number (0 - exit, 7 - cancel selection):
Enter quantity:
Select snack number (0 - exit, 7 - cancel selection):
Exiting item selection...
User selected the following snacks:
rg > example > Vending_Machine > ⓒ Main > ⑩ main
```

```
Exiting item selection...
User selected the following snacks:
_____
Snickers: $2.29 x 10
Changing state to Accept Money. User can now insert money.
Total: $22.9
Enter inserted money: $20
Are you finished entering money? (y/n/cancel)y
Insufficient funds. $20.0
Enter inserted money: $5
Are you finished entering money? (y/n/cancel)y
Changing state to Dispensing Change
User inserted
               $25.0
Total price
               $22.9
Change dispensed $2.100000000000014
Changing state to Dispensing Items
I was passed from Coke
I was passed from Pepsi
I was passed from Cheetos
I was passed from Doritos
I was passed from KitKat
Dispensing Snickers
I was passed from Coke
I was passed from Pepsi
I was passed from Cheetos
I was passed from Doritos
I was passed from KitKat
Dispensing Snickers
```

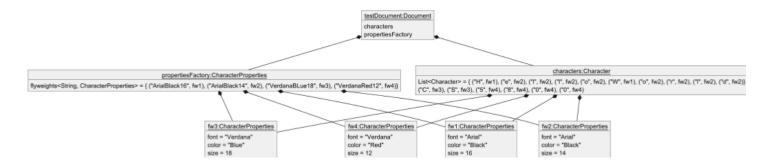
```
I was passed from Pepsi
 I was passed from Cheetos
 I was passed from Doritos
 I was passed from KitKat
 Dispensing Snickers
 I was passed from Coke
 I was passed from Pepsi
 I was passed from Cheetos
 I was passed from Doritos
 I was passed from KitKat
 Dispensing Snickers
 I was passed from Coke
 I was passed from Pepsi
 I was passed from Cheetos
 I was passed from Doritos
 I was passed from KitKat
 Dispensing Snickers
 I was passed from Coke
 I was passed from Pepsi
 I was passed from Cheetos
 I was passed from Doritos
 I was passed from KitKat
 Dispensing Snickers
 I was passed from Coke
 I was passed from Pepsi
 I was passed from Cheetos
 I was passed from Doritos
 I was passed from KitKat
 Dispensing Snickers
rg > example > Vending_Machine > © Main > @ main
                                                    26:31 LF UTF
```

```
I was passed from Cheetos
I was passed from Doritos
I was passed from KitKat
Dispensing Snickers
I was passed from Coke
I was passed from Pepsi
I was passed from Cheetos
I was passed from Doritos
I was passed from KitKat
Dispensing Snickers
I was passed from Coke
I was passed from Pepsi
I was passed from Cheetos
I was passed from Doritos
I was passed from KitKat
Dispensing Snickers
 Changing state to Idle
Vending Machine - Remaining snacks
1. [Coke
            $2.99
                    Remaining: 10]
 2. [Pepsi $2.99 Remaining: 10]
3. [Cheetos $4.48 Remaining: 8]
4. [Doritos $3.98 Remaining: 12]
 [KitKat $1.99 Remaining: 20]
 6. [Snickers
                $2.29
                        Remaining: 0]
 Process finished with exit code 0
rg > example > Vending_Machine > 💿 Main > 🎟 main 26:31 LF UTF
```

<u>UML</u>



Question 1



Question 2

