

VendingMachine > VendingMachine > main

Project

VendingMachine

sources root, ~/Desktop/VendingM

.idea

out

Inventory

ItemType

VendingMachine

External Libraries

Scratches and Consoles

VendingMachine.java

Inventory.java

ItemType.java

Build Project ⌘F9

1

import java.util.Scanner;

2

2 usages

3

public class VendingMachine {

4

8 usages

private Inventory inventory;

5

2 usages

private double totalAmount = 0.0;

6

1 usage

7

public VendingMachine() {

8

inventory = new Inventory();

9

}

10

1 usage

public void displayMenu() {

11

System.out.println("Welcome to the Vending Machine!");

12

System.out.println("Available items:");

13

14

for (int row = 0; row < 6; row++) {

15

for (int col = 0; col < 6; col++) {

16

if (inventory.isItemAvailable(row, col)) {

17

ItemType item = inventory.getItemType(row, col);

18

double price = inventory.getItemPrice(row, col);

19

String itemInfo = (row + 1) + " " + (col + 1) + ". " + item + " - \$" + price;

20

System.out.println(itemInfo);

21

}

22

}

23

}

24

}

25

1 usage

public void selectItem(int row, int col) {

26

if (inventory.isItemAvailable(row, col)) {

27

ItemType selectedItem = inventory.getItemType(row, col);

28

double itemPrice = inventory.getItemPrice(row, col);

29

30

System.out.println("You selected: " + selectedItem);

31

System.out.println("Price: \$" + itemPrice);

Git

TODO

Problems

Terminal

Services

Build

All files are up-to-date (moments ago)

74:83 LF UTF-8 4 spaces main

Notifications