## VendingMachine

inventory: InventorytotalAmount: double

Class Method Members

Data Members,

Properties,

Attributes.

Class

- + VendingMachine()
- + displayMenu(): void
- + selectItem(int, int): void
- + acceptPayment(double, double):

boolean

+ getChange(double, double):

double

+ getTotalAmount(): double

## Inventory

- items: ItemType[][]

- prices: double[][]

- quantities: int[][]

- + Inventory()
- + getItemType(int, int): ItemType
- + getItemPrice(int, int): double
- + isItemAvailable(int, int): boolean
- + dispenseItem(int, int): void

## ItemType (Enum)

- + SODA
- + CHIPS
- + CANDY
- + EMPTY
- + WATER
- + COOKIE
- + SANDWICH