**Coffee Machine**

**(Workshop “Daisy Duck” Team)**

**List of team members:**

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**Project Purpose:**

Creating a program that operates coffee machine.

Important classes:

* ChangeSweetness – changes the quantity of sugar in the drinks
* CheckMoney – check if inserted coins are real, throws an exception if not
* DasiyMachine – instance of the Machine class
* DesiredDrink – read selected drink
* Display – displays the information on the machine screen
* Drink – base class contains the igredients
* DrinksEnum – enumeration with names of the drinks
* GiveChange – if there is any change, gives it back with the exact coins
* Ingredients – structure with all used ingredients
* Machine – abstract class used for creating different machines
* Menu – class that creates and adds drinks
* StartMachine – starting the screen with delegate

Important interface:

* IDrinkable - void PrepareDrink(Drink drink);
* IHottable - void ControlTemperature(int temperature);
* IStartable - void MachineTurnOn(int sug);

void MachineTurnOn();

**TFS Repository at:** <https://daisyduck.visualstudio.com/DefaultCollection/VendingMachine/>

**Class Diagram:**

