Niklas Roberts

Peter Tucker

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Project Requirements Update

I created a vending machine that holds vending objects, which include snacks, candy, and drinks. I created 5 classes with polymorphism, but I also added an additional “Payment” class to handle the payment files, which are essentially debit cards that the user uses to purchase the vending objects. My vending machine is able to read the value of a vending file and determine whether the user has enough money to purchase a vending object, and then is able to charge the user the specified amount for said object. When interacting with my vending machine, users will be able to choose how much money they want on their card, and then are asked if they want to continue every time they go to buy an item. This is to make it so users do not have to buy an item, and can leave whenever they want. The user is also asked to input which vending object they want, like a normal vending machine does (ex. A2). Once the user purchases an item, they are “given” their item, and then asked if they want to continue. If they say yes, then the vending machine reformats itself based off of the last purchase, and the process is repeated until the user decides they do not want to continue. I assumed that there are only 1 of each item, so my vending machine is dynamic, and the vending machine shrinks with each purchase by the user. Throughout the process, I changed my code several times. I ended up adding several functions to handle simple problems that I couldn’t anticipate before starting the project. Overall, my UML diagram stayed the same, but there were smalls tweaks to a couple methods, as well as the addition of a virtual toString function.

