© VendingMachine.java ✕   © Product.java   ⓔ ProductCategory.java   © Inventory.java

```java
import java.util.Scanner;
  Nsun646
public class VendingMachine {
    2 usages
    private static double showTotalPrice = 0;
      Nsun646
    public static void main(String[] args) {
        Scanner scanner = new Scanner(System.in);
        Inventory inventory = new Inventory();

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

        while (true) {
            displayInventory(inventory);
            System.out.print("Enter row (0-5) and column (0-5) to select a product");
            int row = scanner.nextInt();
            int column = scanner.nextInt();

            if (!inventory.checkValid(row, column, stack: 0)) {
                System.out.println("Invalid selection. Please try again.");
                continue;
            }
            int stack = 0;
            Product selectedProduct = inventory.getProduct(row, column, stack);
            System.out.println("Selected: " + selectedProduct.getName());
            System.out.println("Category: " + selectedProduct.getCategory());
```

```
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opping?(YES/NO): no

h us!

 code 0
```

Ⓜ main