

## CS4013 Lab 6

In this lab you are required to implement (part of) the solution to the Vending Machine project from Tutorial 5.

Download and extract the java files from Lab6VendingMachine.rar. These files form the starting point of this lab.

You should already have identified the classes and some of the responsibilities. In this lab you are also provided with part of the solution. The complete source code of the following classes is provided to you:

VendingMachineSimulation.java  
VendingMachineMenu.java  
VendingException.java

The source code in the classes defined above send messages to objects of some other classes. These messages (method invocations) indicate the signature (name and parameters) and the return type of some methods that must be implemented in other classes to complete the solution. Some additional methods may also be required.

Part of the source code for the following classes are provided. You are required to complete the implementation of these classes:

Coin.java  
CoinSet.java  
Product.java  
VendingMachine.java