```cpp
class VendingMachine {

public:
        VendingMachine() ;
        int Coin();
        int SmallCup() ;
        int LargeCup();
        int Sugar();
        int Coffee();
        int InsertLargeCups(int);
        int InsertSmallCups(int);
        int SetPrice(int p);
        int Cancel() ;
        int Dispose() ;


private:
int x;
int w;
int k1;
int k;
int t;
int s;

};


VendingMachine::VendingMachine() {
        k=0;
        k1=0;
        t=0;
        w=0;
        x=1;
}


int VendingMachine::Coin() {
        if (x==1) {
                if ((t+25>=w)&&(w>0)) {
                        s=0;
                        t=0;
                        x=2;
                        return 1;
                }
                else if(t+25<w) {
                        t=t+25;
                        return 1;
                }
        }
        else if ((x>1)&&(x<6)) {
                cout<<"RETURN COIN"<<endl;
                return 1;
        }
        return 0;
}


int VendingMachine::SmallCup() {
        if ((x==2)||(x==3)) {
                s=2;
                return 1;
        }
        return 0;
}

int VendingMachine::LargeCup() {
        if ((x==2)||(x==3)) {
                s=1;
                return 1;
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        }
        return 0;
}

int VendingMachine::Sugar() {
        if ((x==2)||(x==3)) {
                if(x==2) x=3;
                else x=2;
                return 1;
        }
        return 0;
}


int VendingMachine::Coffee() {
        if ((x==2)||(x==3)) {
                if((x==2)&&(k>1)&&(s==2)) {
                        cout<<"DISPOSE SMALL CUP OF COFFEE"<<endl;
                        k=k-1;
                        x=1;
                        return 1;
                }
                else if ((x==2)&&(k1>1)&&(s==1)) {
                        cout<<"DISPOSE LARGE CUP OF COFFEE"<<endl;
                        k1=k1-1;
                        x=1;
                        return 1;
                }
                else if ((x==2)&&(k1==1)&&(s==1)) {
                        cout<<"DISPOSE LARGE CUP OF COFFEE"<<endl;
                        k1=k1-1;
                        x=5;
                        return 1;
                }
                else if ((x==2)&&(k==1)&&(s==2)) {
                        cout<<"DISPOSE SMALL CUP OF COFFEE"<<endl;
                        k=k-1;
                        x=4;
                        return 1;
                }
                else if ((x==3)&&(k==1)&&(s==2)) {
                        cout<<"DISPOSE SMALL CUP OF COFFEE WITH SUGAR"<<endl;
                        k=k-1;
                        x=4;
                        return 1;
                }
                else if ((x==3)&&(k1==1)&&(s==1)) {
                        cout<<"DISPOSE LARGE CUP OF COFFEE WITH SUGAR"<<endl;
                        k1=k1-1;
                        x=5;
                        return 1;
                }
                if((x==3)&&(k>1)&&(s==2)) {
                        cout<<"DISPOSE SMALL CUP OF COFFEE WITH SUGAR"<<endl;
                        k=k-1;
                        x=1;
                        return 1;
                }
                else if ((x==3)&&(k1>1)&&(s==1)) {
                        cout<<"DISPOSE LARGE CUP OF COFFEE WITH SUGAR"<<endl;
                        k1=k1-1;
                        x=1;
                        return 1;
                }
                return 0;
        }
        return 0;
}
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int VendingMachine::InsertLargeCups(int n) {
        if ((x==1)&&(n>0)) {
                k1=k1+n;
                return 1;
        }
        else if ((x==5)&&(n>0)) {
                k1=n;
                x=1;
                return 1;
        }
        return 0;
}

int VendingMachine::InsertSmallCups(int n) {
        if ((x==1)&&(n>0)) {
                k=k+n;
                return 1;
        }
        else if ((x==4)&&(n>0)) {
                k=n;
                x=1;
                return 1;
        }
        return 0;
}

int VendingMachine::SetPrice(int p) {
        if ((x==1)&&(p>0)) {
                w=p;
                return 1;
        }
        return 0;
}


int VendingMachine::Cancel() {
        if ((x==2)||(x==3)) {
                cout<<"RETURN COINS"<<endl;
                x=1;
                return 1;
        }
        return 0;
}

int VendingMachine::Dispose() {
        if ((x==1)) {
                cout<<"SHUT DOWN"<<endl;
                x=6;
                return 1;
        }
        return 0;
}
```