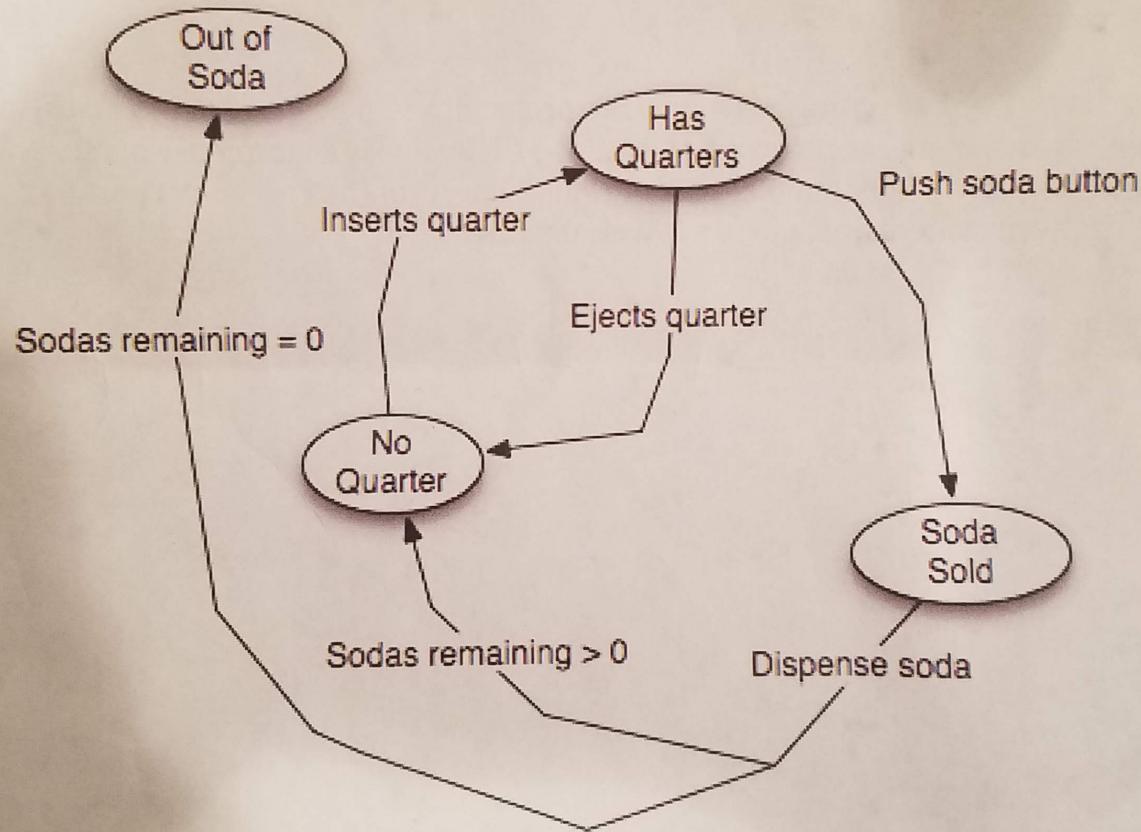


Today people are using Java in real devices, like soda machines. That's right, soda machines have gone high tech; the major manufacturers have found that by putting CPUs into their machines, they can increase sales, monitor inventory over the network and measure customer satisfaction more accurately.

But these manufacturers are soda machine experts, not software developers and need some help.

Here's the way we think the soda machine controller needs to work. We're hoping that you can implement this in Java for us. We may be adding more behavior in the future, so you need to keep the design as flexible and maintainable as possible.



As depicted in the diagram above the following actions, behaviors and state transitions can happen.

States

1. Sold out
2. No quarter
3. Has quarter
4. Sold