

## Actions

1. Insert a quarter
2. Remove a quarter
3. Push the desired soda button
4. Dispense the soda

Because this is a high tech soda machine the following functionality is also required.

1. Simple modern GUI allowing you to purchase the soda and perform the actions listed above
2. Store each soda purchase so the information can be reviewed at a later date, i.e. reporting.
3. Retrieve the soda count from the microcontroller service that manages the current inventory
4. Support the possible addition of new functionality such as giveaways or contests.

\* There is no right or wrong answer to the problem. You may be asked to justify or explain various design decisions regarding the UI, business logic, model, persistence, dependency management, modularity or other aspects of the code. Incorporating design patterns where appropriate is welcomed.