vendingmachine main VendingMachine

Project

vendingmachine sources root, C:\Users\Miqbr\Ide

- .idea
- out
- VendingMachine.java
  - Product
  - ProductName
  - VendingMachine
- External Libraries
- Scratches and Consoles

VendingMachine.java

total 4 results

```
    4 usages  new *
    public double getPrice() { return price; }

    1 usage  new *
    public String getExpirationInfo() { return expirationInfo; }
}


new *
public class VendingMachine {
    2 usages
    private double totalAmount = 0.0;

    20 usages
```

Run VendingMachine

```
[GUM] [SODA] [CANDY] [CHIPS] [WATER] [POPROCKS]
[Empty] [Empty] [Empty] [Empty] [Empty] [Empty]
[Empty] [Empty] [Empty] [Empty] [Empty] [Empty]
[Empty] [Empty] [Empty] [Empty] [Empty] [Empty]
[Empty] [Empty] [Empty] [Empty] [Empty] [Empty]
[Empty] [Empty] [Empty] [Empty] [Empty] [Empty]


Getting products from the vending machine:
1. GUM
2. SODA
3. CANDY
4. CHIPS
5. WATER
6. POPROCKS
Enter the item number (1-6) or 0 to exit: 2
You selected: SODA
Price: 1.5
Exp: Good until 12/31/2023
Insert coins (e.g., 1.00 for $1.00): $1.5
Dispensing SODA
Enter the item number (1-6) or 0 to exit:
```