General Instructions

1. Use Visual Studio 2019

2. Use .NET Core

3. Use the latest C# language features (dependency Injection, Separation of Layers, Unit Tests)

Problem Statement You need to develop a sample Vending Machine application. Simple console application is fine now. The main thing is to use above guidelines. If you can use Tasks(async/await) features that is great!!

You can refer to the below link for sample vending application. Just need to modify it as per below specs and use above guidelines.

<https://github.com/alexkadis/vending-machine>

The vending machine should start with the following inventory:

• Coke: Quantity=10; Price=$1.25

• M&M’s: Quantity=15; Price=$1.89

• Water: Quantity=5; Price=$.89

• Snickers: Quantity=7; Price=$2.05

• The console application should accept the following commands:

• Command: inv

o Display the current inventory

o For example:

1 Coke (10): $1.25

2 M&M’s (15): $1.89

3 Water (5): $.89

4 Snickers (7): $2.05

• Command: order <amount> <item\_number> <Quantity>

a. For example, this is how to buy three packs of M&M’s from the vending machine

order 5.67 2 3

b. To keep it simple, require exact change (for now)

c. Tell the user if their order was successful

d. If the order was not successful, tell the user why.

e. In general give user friendly feed back to the user