```java
//Author: Samuele Joshi, Date: 26/09/2019
//Description: Displays snacks and depending on the user input, it will display the correct price.
import java.util.Scanner;

public class Main {
    //Main method - In this method, the program initiates vendingMenu and then decisionMaking.
    public static void main(String[] args) {
        vendingMenu();
        decisionMaking();
    }
    //Vending Menu - Prints out a menu showing the snacks and input value to see the snacks price.
    public static void vendingMenu(){
        System.out.println("-------Vending Machine Menu-------");
        System.out.println("| [ A ] Crisps              |");
        System.out.println("| [ B ] Health Bar          |");
        System.out.println("| [ C ] Chocolate           |");
        System.out.println("--------------------------------");
    }
    /*Decision Making - User will input A,B or C. If A,B or C is entered, then the cost of the correct snack is displayed.
    If an incorrect value is entered, user will be informed and will have to put in the correct value again.*/
    public static void decisionMaking(){
        Scanner userInput = new Scanner(System.in);
        System.out.println("Enter Selection: ");
        String option = userInput.next().toUpperCase();
        //Using if statements, here the program decides the result of the users input.
        if (option.equals("A")){
            System.out.println("A packet of Crisps costs £1.50 .");
        }
        else if (option.equals("B")){
            System.out.println("A Health Bar costs £1.20 .");
        }
        else if (option.equals("C")){
            System.out.println("A bar of Chocolate costs £2.00 .");
        }
        else{
            System.out.println("I do not have anything for choice " + option + ".");
            decisionMaking(); //Repeats the method again.
        }
    }
}
```