Vending Machine

# Requirements

* Programming Language: Java
* Operating System: Mac OS
* IDE: Visual Studio Code

## Version 1.0:

Sure, here's the documentation for the provided code in a Word file format:

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\*\*VendingMachine Class Documentation\*\*

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\*\*Overview:\*\*

The VendingMachine class simulates a drinks vending machine where users can select drinks based on their age.

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\*\*Main Method:\*\*

The main method serves as the entry point of the program. It prompts the user to enter their age, reads the input, and displays a list of available drinks based on the age entered.

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\*\*Parameters:\*\*

- `args`: The command-line arguments passed to the program (not used in this implementation).

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\*\*Functionality:\*\*

1. \*\*Age Verification:\*\*

- The program prompts the user to enter their age.

- It checks if the age entered is less than 100.

2. \*\*Display Drinks:\*\*

- If the age is less than 100, it further checks if the age is less than 19 (i.e., underage).

- If the user is underage, it displays a list of non-alcoholic drinks.

- If the user is of legal drinking age, it displays a list of alcoholic drinks.

3. \*\*Error Handling:\*\*

- If the age entered is greater than or equal to 100, the program displays an error message for invalid age input.

4. \*\*Resource Management:\*\*

- The program closes the Scanner object to prevent resource leaks.

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\*\*Supported Drinks:\*\*

- \*\*Underage Drinks:\*\*

1. Coca-Cola

2. Fanta

3. Red Bull

4. Mango Juice

5. Vitamin Water

- \*\*Alcoholic Drinks:\*\*

1. Black Label

2. Red Label

3. Red Wine

4. Corona Beer

5. Tequila

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\*\*Conclusion:\*\*

The VendingMachine class provides a simple yet effective simulation of a drinks vending machine, offering users a selection of drinks based on their age.

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This documentation provides an overview of the VendingMachine class, its main method, parameters, functionality, and supported drinks. It aims to facilitate understanding and usage of the provided code.