

Main

uses

Vending
Machine

stores

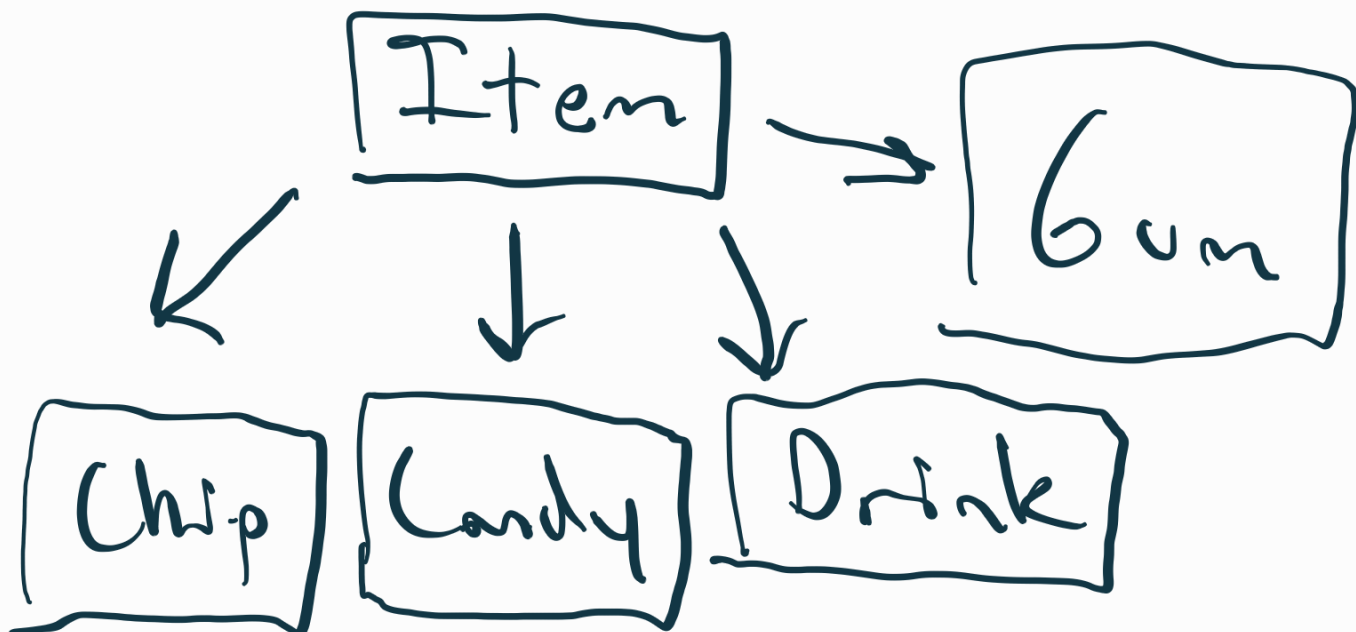
Item

Gum

Chip

Candy

Drink



Abstract
Parent

Item

product name
price
abstract method
getJingle

Children



Gum

Chip

Candy

Drink

override getJingle

Vending Machine

Fields

Current Balance

current inventory

Map <String slotLocation, List<Item>

Map <String slotLocation, String
List<Item> sold Items

item Name

Methods

inventory display

load Inventory: read from CSV
& store in Maps

generate Sales Report: look at
sold Items list & output file

purchase Item (String slot Location)

Update Balance



log to
audit
file



↑
might need
to break
apart

Menu

create Vending Machine



load stock from CSV

↓ of items into
Vending Machine maps

until user exits program
loop below



1. Feed Money



Update balance
of vending (audit)
machine

(audit)

3. Finish



end loop
& return
money to
customer
& set
balance to



2. Product



Display all items in
vending machine w/
name, stock, price



accept input & item still
exists & there is enough
money remove from machine
& give to user (audit)



play jingle



go back to
initial menu

4. (hidden) option
Sales sheet output to
text w/ items