

There would need to be a method through which the user could choose their ticket, such as *selectTicket*. This method could take a parameter through which the user can choose a type of ticket, and then have the value of the chosen ticket assigned to *price*. The only method which would need to be altered, is *printTicket*, to ensure that a ticket type has been selected. The other methods would not need to be changed, as they would use the new value of *price* to calculate the amount left to pay, and other relevant values, as normal. However, the constructor would need to be altered so that a ticket price is not input at the creation of the *TicketMachine* object.