OOP Soda Machine

* Write a SodaMachine class that accepts coins as payment, returns coins from its limited register as change, and dispenses soda cans from its limited inventory.
* (4 points) Use proper code design and OOP best practices
* (4 points) Make a class for each coin (penny, nickel, dime, quarter) that sets its value in its constructor. - -Allow payment via passing a List of coins into a public function on the SodaMachine class.
* (4 points) If not enough money is passed in, don’t complete transaction: give the money back
* (4 points) If exact change is passed in, accept payment and dispense a soda from the limited inventory
* (4 points) If too much money is passed in, accept the payment, return change as a list of coins from internal, limited register, and return a soda instance from internal, limited inventory
* (4 points) If too much money is passed in but there isn’t sufficient change in the machine’s internal register, don’t complete transaction: give the money back
* (4 points) If exact or too much money is passed in but there isn’t sufficient inventory for that soda, don’t complete the transaction: give the money back
* (2 points) The machine should start with:
  + Coins: 20 quarters, 10 dimes, 20 nickels, 50 pennies
  + Cans (you pick how many of each the machine starts with): Grape-flavored (60 cents per can), Orange-flavored (35 cents per can), Lemon-flavored (6 cents per can)