Vending Machine

Design a vending machine to buy the water, soda, and candies

Customer can:

1. Put in the coins
2. Select the goods(candies or soda)
3. Get the soda or candies
4. Hand out the changes
5. Cancel the transaction

I only choose soda and use cash to pay to make an example to let the project more simple.

Class: VendingMachine

States: hasCoins, noCoins, goodSoldOut, goodCount

statesNow=noCoins

Behavior: insertCoins, backCharges, chooseGoods, dispense

Void insertCoins(){

If (statesNow==noCoins)

StatesNow=hasCoins;

System.out.println(“has money now”);

Else

System.out.println(“already has money”);

}

Void backCharges(){

If (statesNow==noCoins)

System.out.println(“has no money to return”)

Else

StatesNow=noCoins;

}

int chooseGood(){

Int i;

drinkId[] drinkYouWant=new drinkId[7];

scanner i=new Scanner(system.in);

return drinkYouWant(i);

Class: customer

States: cashNumber, name,

Behavior: chooseSoda, chooseCandy, inputCoins, receiveSoda, receiveCandy, receiveCharges

Void main(){

VendingMachine machine=new machine;

Machine.chooseGood();

Machine.insertCoins();

Class: drink

States: drinkId, price, amount