Design a vending machine

User can

1.select goods

2.insert money

3.take away goods

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Class: Users

Behavior:

SelectGoods(){

VendingMachineService.checkavailability();

}

InsertMoney(){

}

TakeawayGoods(){

VendingMachine.Goodsout();

}

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Class: VendingMachine

Data: goods, goodsPrice, goodsRemainNumber

Behavior:

Goodsout(){

}

returnChange(){

change = Totalprice – goodsPrice;

}

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Class: VendingMachineService

Behavior:

checkavailability(){

if(goodsRemainNumber>0){

system.out.println(“please insert money”)

}

else{

System.out.println(“goods” + “is sold out, please select another goods”)

}

}

caculateTotalprice(){

Totalprice = User.insertMoney

sellgoods(goods){

If(Totalprice>goodsPrice){

VendingMachine.Goodsout();

VendingMachine.returnChange();

goodsNumber--;

}

else if(Totalprice = goodsPrice){

VendingMachine.Goodsout();

goodsNumber--;

}

else{

system.out.println(“please insert more money”)

}

}