ITEC324 Principle of Computer Science III

Homework #1
(based on the Exercise 2.18)

Due:

- September 19 - Use cases
- September 26 - CRC cards and the UML diagrams (Class Diagram, Sequence Diagram, State Diagram)
- October 3 - Program

What to do:

Analyze, design, and implement a program that simulates a vending machine. Products can be purchases by inserting the correct number of coins into the machine. A User selects a product from a list of available products, add coins, and either gets the product or gets the coins returned if insufficient money was supplied or if the product is sold out. Products can be restocked and money removed by an operator.

What to Submit:

Submit all the use cases, CRC cards, the UML class diagram, sequence diagram, and state diagram (if necessary) through D2L by the deadlines.