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Use cases for a vending machine:

1. Display list of Items in machine and their prices
2. User enters a coin
3. User makes a purchase
4. Operator empties money box
5. Operator restocks vending machine

Variation:

1. If in step 3, the user has not entered enough money, then tell the user there are insufficient funds
2. Redisplay the menu

Variation:

1. In step 3 if the user has enough money but there is not enough stock for him to purchase
2. Ask operator to restock machine

Classes:

A class for Items that will have attributes for name, price and stock

A class for the machines display that will show the user their option

A class for the vending machine that will execute all operations needed to process transactions