

Create a water vending machine.

(adapted from Alistair Cockburn)

The machine sells Still water and Fizzy water. When the machine is created/initialized, the price of each and the quantity available of each is provided as a parameter.

The machine accepts money. Negative amounts of money are illegal.

The machine correctly makes change.

The machine can return coins inserted to cancel a transaction.

The machine will dispense product and make change when sufficient money has been inserted.

The machine should return the price of each product when asked.

The machine can display how much of each product is available

The machine can display how much money it has taken in for completed sales.

Permit the price of each product to be incremented. Negative increments are illegal.

A functional interface (NO GUI) is all that is required.

Change: The machine only accepts coins in U.S. Denominations.