

Programming Assignment #7

Simulate a Vending Machine

CS 1428.302, Spring 2018

Instructor: Jill Seaman

Due: in class Tuesday, 4/24/2018 (upload electronic copy by 9:00am)

Write a program that simulates a soft drink machine. The program should use a structure that stores the following data:

Drink Name
Drink Cost
Number of units currently in the machine

The program should create an array of five structures. The elements should be initialized with the following data:

Drink Name	Cost	Number in Machine
Coke (can)	0.75	8
Coke (bottle)	1.25	8
Mountain Dew (can)	0.75	8
Water	1.25	8
Full Throttle	2.00	8

Each time the program runs, it should enter a loop that performs the following steps: A list of drinks is displayed on the screen. The user should be allowed to either quit the program or pick a drink. If the user selects a drink (that has not sold out), the program should display the cost of the drink and subtract one from the number of units of that drink left in the machine. If the user selects a drink that has sold out, a message should be displayed. The loop then repeats. When the user chooses to quit the program it should display the number of units of each drink left in the machine and the total amount of money the machine earned.

Sample output is on the class website.

Additional Requirements:

- Your program **must compile** and run, otherwise you will receive a score of 0.
- Use named constants for the number of drinks and the initial quantity.
- The drinks array must be processed using loops.
- Top Down Design: your program must perform these four tasks (write a separate function for each one):
 1. Show the drink choices and get the user's choice.
 2. Process the user's choice.
 3. Output the number of units of each drink currently in the machine.
 4. Calculate the earnings (return the value, no output).
- Since there is only one array in the program you do not need to pass the size as a parameter to the functions (but you can if you want to).
- I recommend using integers for the drink choices (like a menu). However: **Do not use a switch or if/else to process the drink choices.** If the choice is any one of the drinks (1-5) you should process them using the **same** code.
- Validate the drink choice input from the user (re-enter if not between 1 and 6).

Style:

See the Style Guidelines document on the course website. Especially pay attention to the comments required for functions. **Include the full comments required for your functions this time!** The grader will deduct points if your program violates the style guidelines. Make your program output look nice!

Logistics:

Name your file **assign7_XXXXX.cpp** where XXXXX is your TX State NetID (your txstate.edu email id). The file name should look something like this: assign7_js236.cpp

There are two steps to the turn-in process:

1. Submit an **electronic copy** using the Assignments tool on the TRACS website for this class (tracs.txstate.edu). Submit the .cpp file, (NOT a .cbp file!).
2. Submit a **printout** of the .cpp file at the beginning of class on the day the assignment is due. Please print your name on the front page.

See the assignment turn-in policy on the course website (cs.txstate.edu/~js236/cs1428) for details, including deadlines, penalties, and where to submit printouts after class.