

## Programming Assignment #7

### Simulate a Vending Machine

CS 1428.003 and 004, Fall 2014

Instructor: Jill Seaman

**Due: in class Monday, 12/01/2014** (upload electronic copy by 10:00am)

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#### Problem:

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	10
Coke (bottle)	1.25	10
Mountain Dew (can)	0.75	10
Water	1.25	10
Full Throttle	2.00	10

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 total amount of money the machine earned.

## Additional Requirements:

- Your program **must compile** and run, otherwise you will receive a score of 0. (You should compile and test it yourself in an IDE before submitting it).
- Use named constants for the number of drinks and the initial quantity.
- The drinks array must be processed using loops. (You should not use literals for subscripts: drinks[0], drinks[1], etc.).
- Use functions as we will discuss in class this week (or as you see fit) (or use no functions for partial credit). Since the array is always full (not a partial array) you do not need to pass the size as a parameter to the functions. For full credit, you should have at least three functions that have an array parameter.
- I recommend using integers for the drink choices (like a menu). However:
- Do not use a switch to process the drink choices. If the choice is any one of the drinks (1-5) you will process them using the same code.
- Validate the drink choice input from the user (1-5).
- Calculate the earnings by iterating over the table AFTER the user has chosen to quit the program (do not compute the earnings inside the main loop). [This will give you more practice with structures and arrays.]

The output from a test run of the finished program will be available on the class website (assign7output.txt).

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## Style:

See the Style Guidelines document on the course website. Especially pay attention to the comments required for functions. The grader will deduct points if your program violates the style guidelines.

## 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](https://tracs.txstate.edu)). Submit the .cpp file, (NOT a .cbp file!).

2. Submit a printout of the source file at the beginning of class on the day the assignment is due. Please print your name on the front page, and staple if there is more than one page.

See the assignment turn-in policy on the course website ([cs.txstate.edu/~js236/cs1428](http://cs.txstate.edu/~js236/cs1428)) for more details.