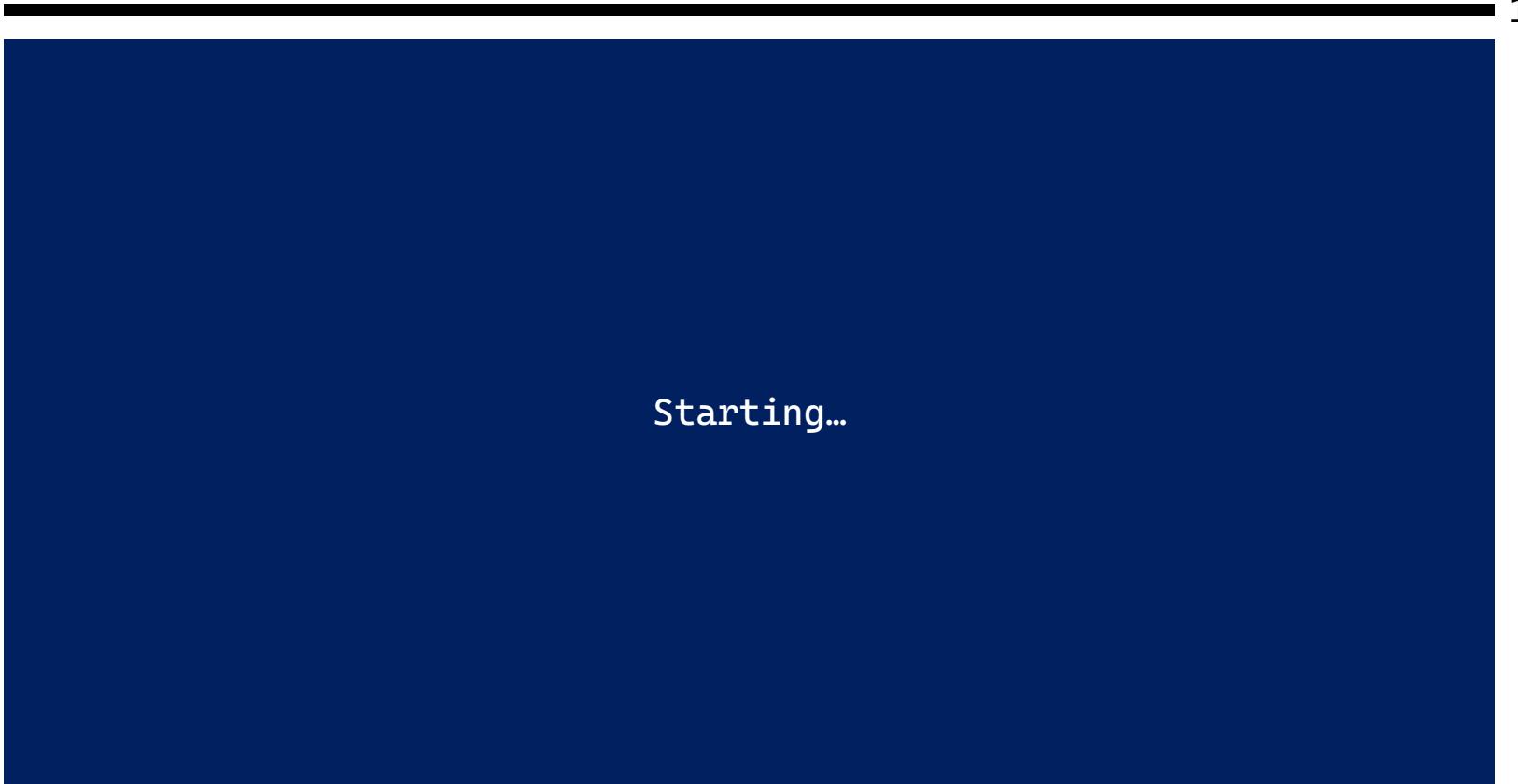




1px



1px

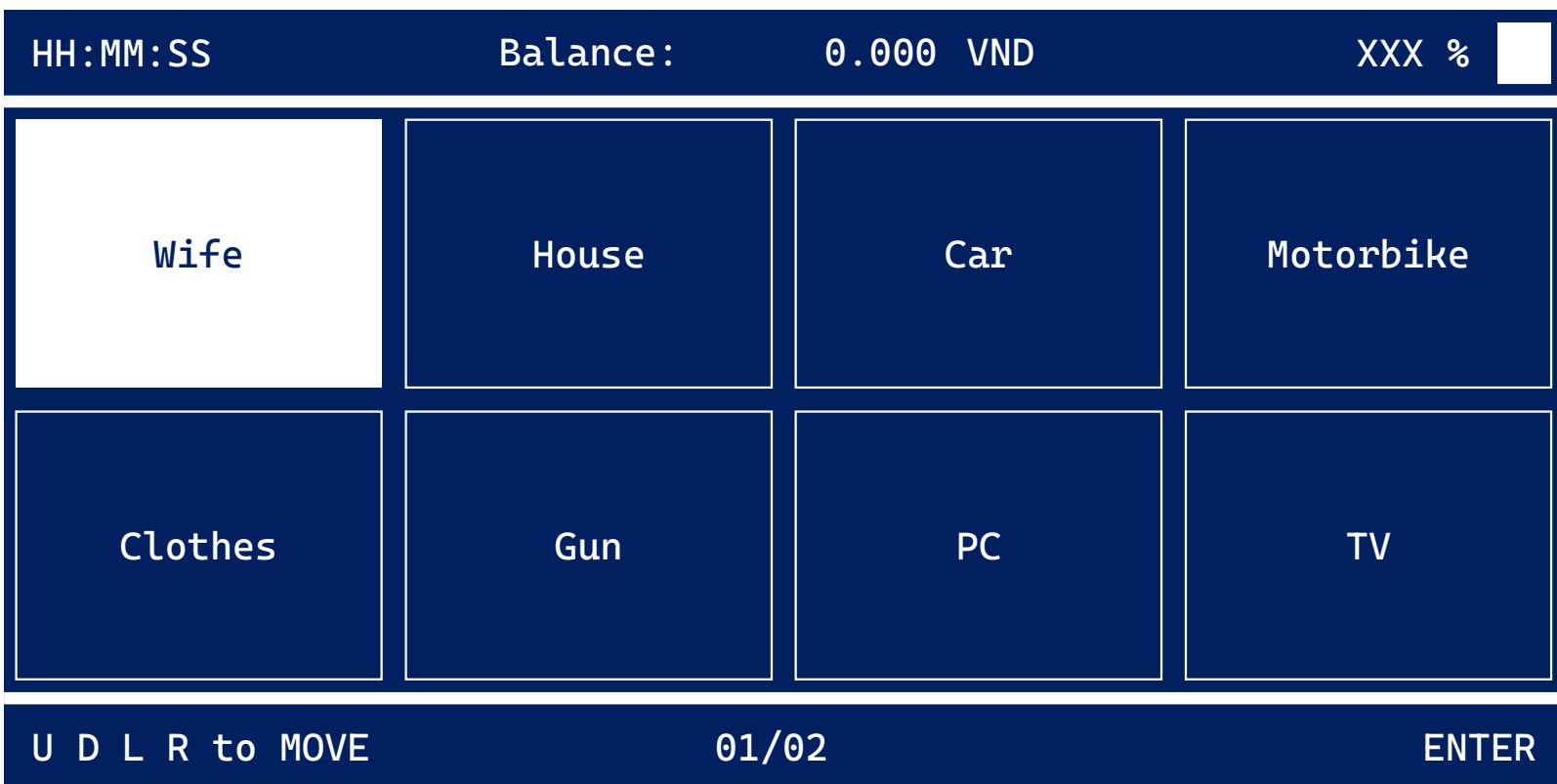
Starting...

BootingUp

Keyboard touch -> do nothing

This is a just a screen, the system might not actually be booting up but giving it some 5 secs startup delay will let it runs cool

1px



MainMenu

Initial:  
Point at ID 1 if  
lastID is null  
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

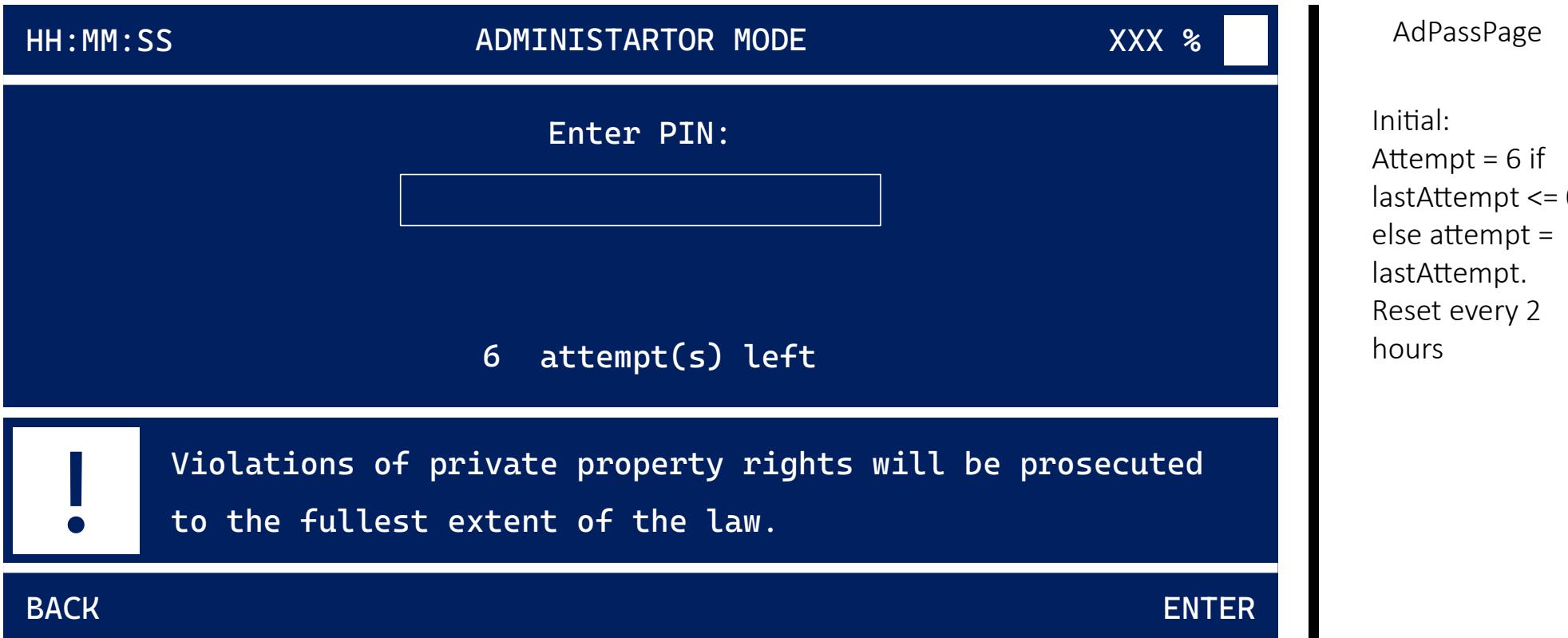
ENTER -> enter the ItemDetailPage[x]

DELETE -> do nothing

1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage

0 -> pressed then open AdPassPage (only if the balance is 0)

1px



AdPassPage

Initial:  
Attempt = 6 if  
lastAttempt <= 0  
else attempt =  
lastAttempt.  
Reset every 2  
hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as "\*" instead of plaintext, no hide/unhide action to skim through the PIN while entering)

1px

HH:MM:SS	ADMINISTARTOR MODE	XXX %
<p>Enter PIN:</p> <div style="border: 1px solid black; width: 100%; height: 1.2em; margin-top: 10px;"></div> <p>* * * * *</p> <p>6 attempt(s) left</p> <p><b>!</b> Violations of private property rights will be prosecuted to the fullest extent of the law.</p>		
<b>BACK</b>		<b>ENTER</b>

AdPassPage

Initial:  
Attempt = 6 if  
lastAttempt <= 0  
else attempt =  
lastAttempt.  
Reset every 2  
hours

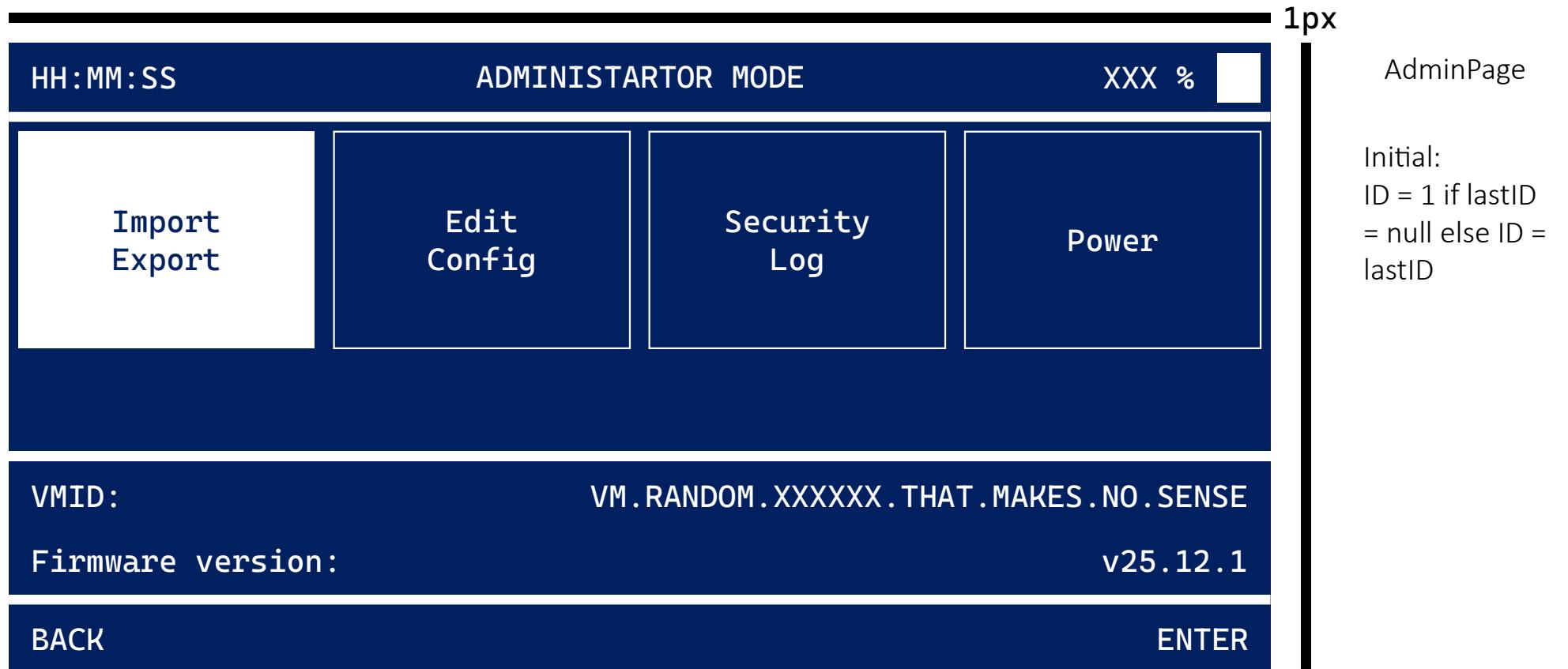
UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as “\*” instead of plaintext, no hide/unhide action to skim through the PIN while entering)



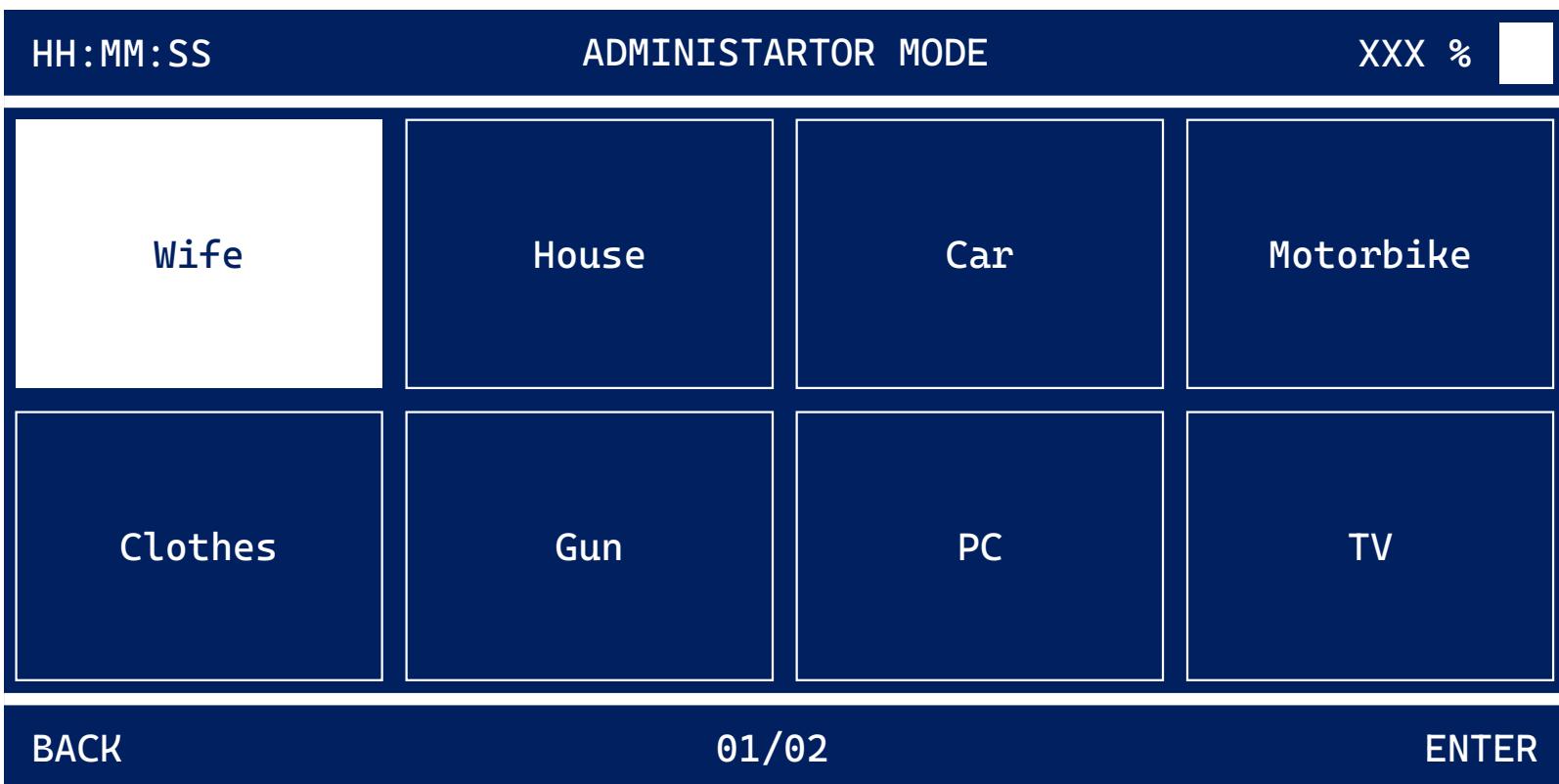
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to MainMenu (access Admin mode will require PIN typed again)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



AdminPage

Initial:  
ID = 1 if lastID  
= null else ID =  
lastID

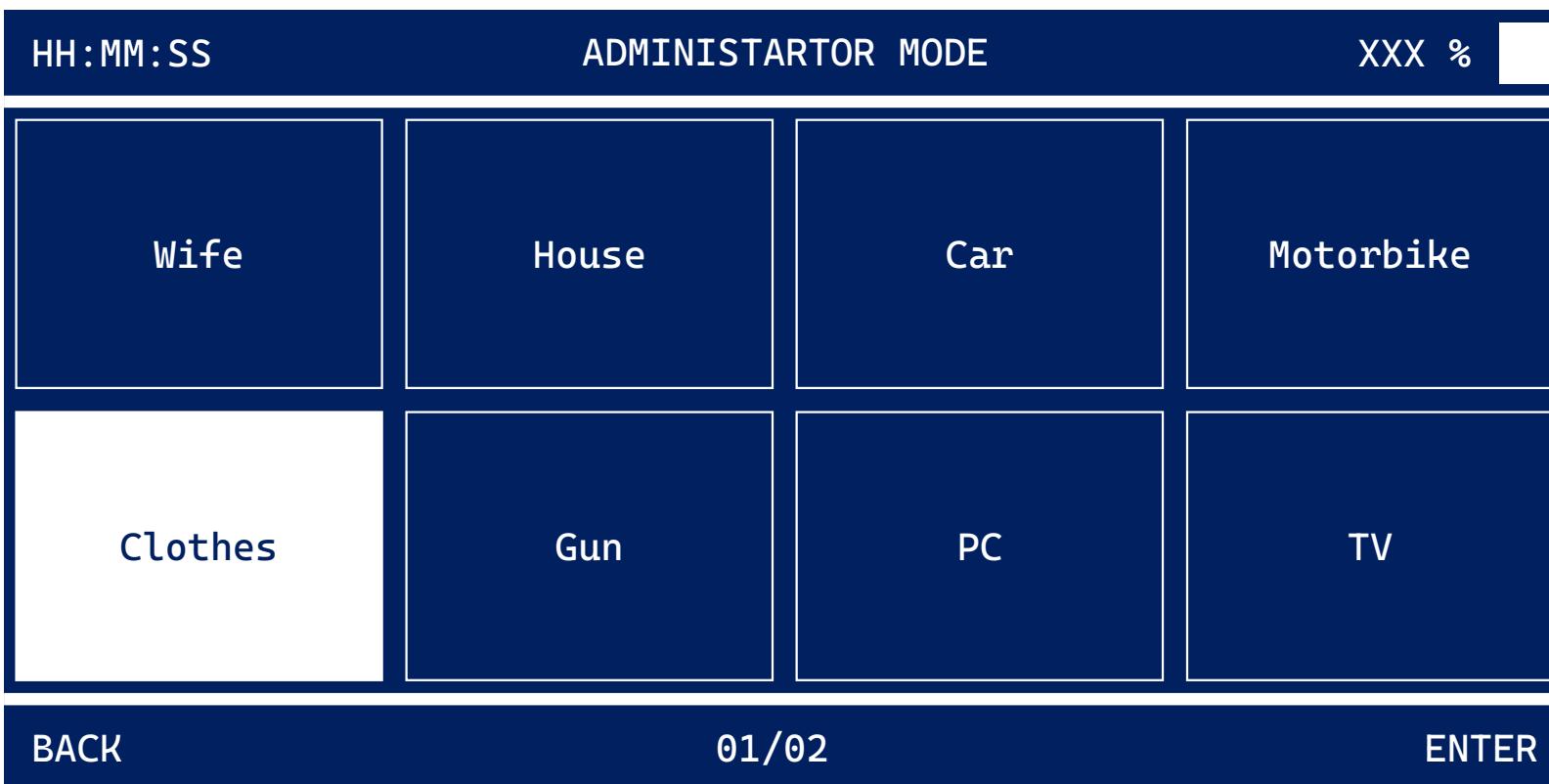
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



AdminPage

Initial:  
ID = 1 if lastID  
= null else ID =  
lastID

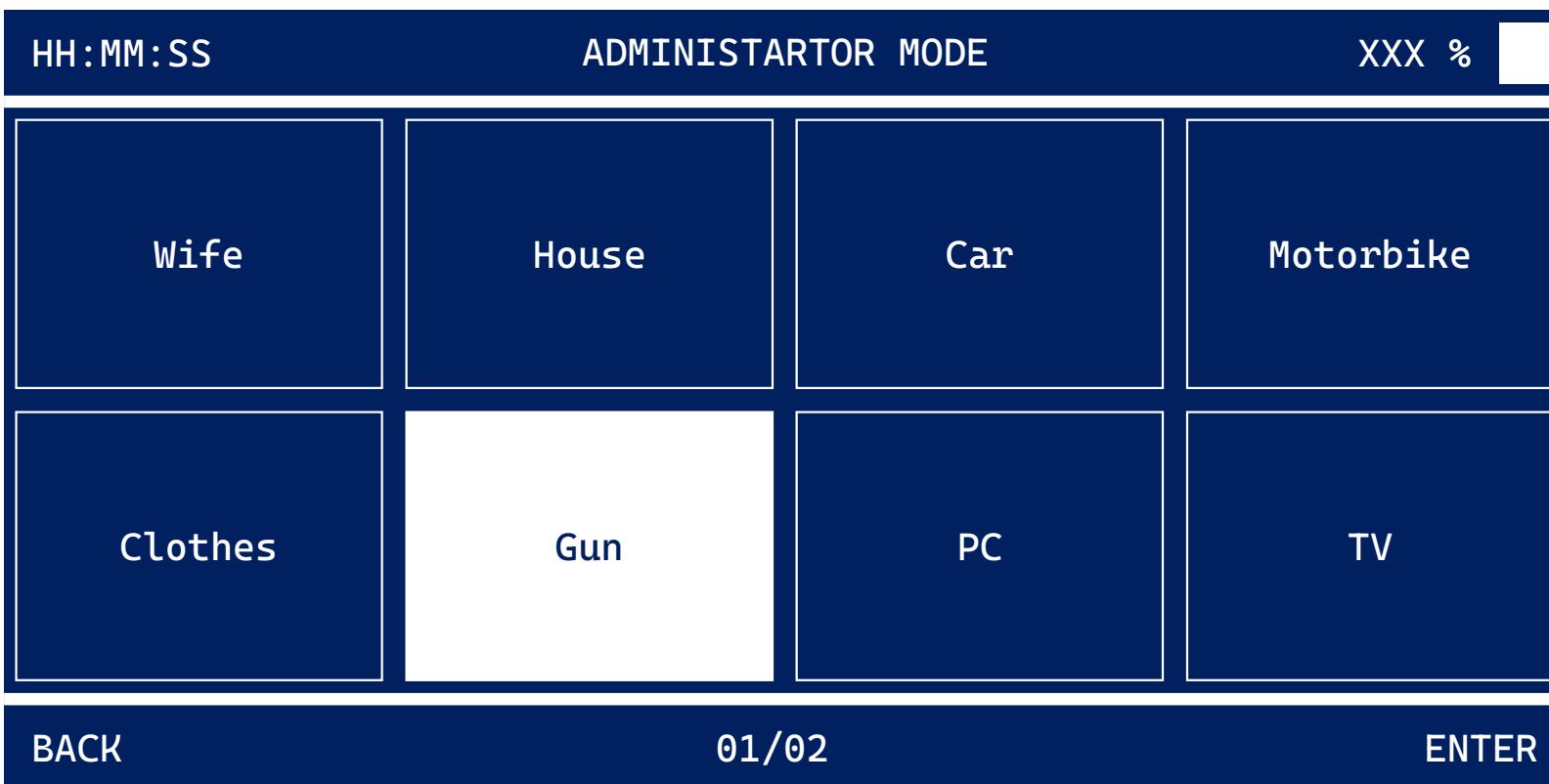
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



AdminPage

Initial:  
ID = 1 if lastID  
= null else ID =  
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	ADMINISTARTOR MODE		XXX %	<input type="checkbox"/>	ItemDetailPage
	Item no.:	6			
	Item Name:	Gun			
	Item Price:	100.000	VND		
	Available:	3	item(s)		
Enable item:	<input type="checkbox"/>				
Currently, this item is ENABLED					
BACK	KEY PRESS				

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> discard any changes, return to MainMenu (Admin) with lastID = 6

1 -> item.enable = true; turn to next page immediately

0 -> item.enable = false; return to MainMenu (Admin) immediately

2, 3, 4, 5, 6, 7, 8, 9 -> do nothing

1px

HH:MM:SS	ADMINISTARTOR MODE		XXX %	<input type="button" value=""/>	ItemDetailPage
	Item no.:	6			
	Item Name:	Gun			
	Item Price:	100.000	VND		
	Available:	3	item(s)		
Enter new quantity:	<input type="text"/>			item(s)	
Minimum value: 0				Maximum value: 20	
PREVIOUS	<input type="button" value="CONFIRM"/>				

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field ( $0 \leq \text{qty} \leq 20$ , field enter max 2 chars)

1px

HH:MM:SS	ADMINISTARTOR MODE		XXX %	<input type="button" value=""/>	ItemDetailPage
	Item no.:	6			
	Item Name:	Gun			
	Item Price:	100.000	VND		
	Available:	3	item(s)		
Enter new quantity:	<input type="text" value="90"/>		item(s)		
Minimum value: 0	Maximum value: 20				
PREVIOUS	<input type="button" value="CONFIRM"/>				

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field ( $0 \leq \text{qty} \leq 20$ , field enter max 2 chars)

1px

HH:MM:SS	ADMINISTARTOR MODE		XXX %	<input type="button" value=""/>	ItemDetailPage
	Item no.:	6			
	Item Name:	Gun			
	Item Price:	100.000	VND		
	Available:	3	item(s)		
Enter new quantity:	<input type="text"/>			item(s)	
Minimum value: 0				Maximum value: 20	
PREVIOUS	<input type="button" value="CONFIRM"/>				

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field ( $0 \leq \text{qty} \leq 20$ , field enter max 2 chars)

1px

HH:MM:SS	ADMINISTARTOR MODE		XXX %	<input type="button" value=""/>	ItemDetailPage
	Item no.:	6			
	Item Name:	Gun			
	Item Price:	100.000	VND		
	Available:	3	item(s)		
Enter new quantity:	<input type="text" value="06"/>		item(s)		
Minimum value: 0	Maximum value: 20				
PREVIOUS	<input type="button" value="CONFIRM"/>				

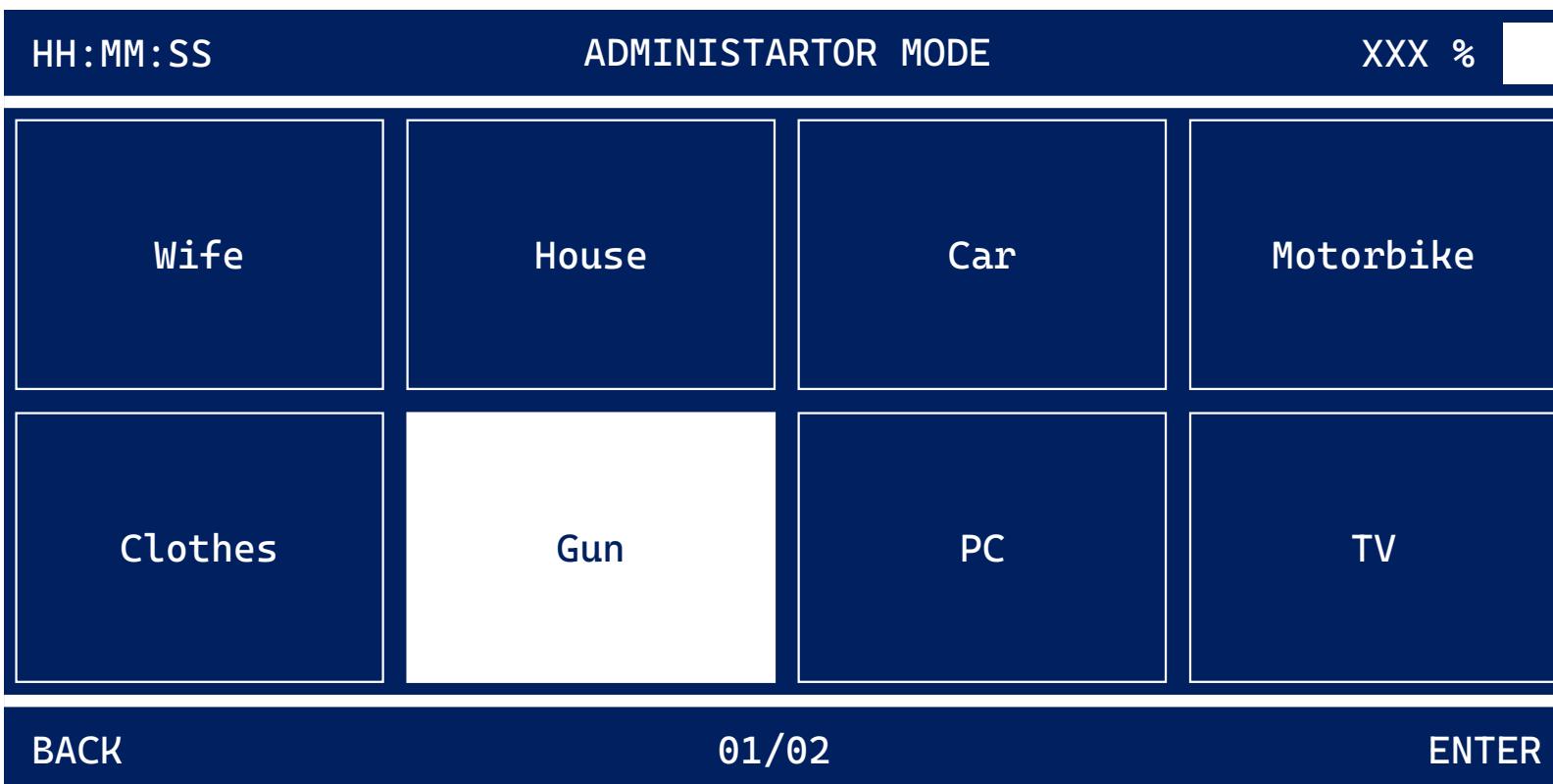
UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> if quantity = null or invalid, then delete the field

DELETE -> delete previous chars, if the field is null, return to enable item page

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to quantity field ( $0 \leq \text{qty} \leq 20$ , field enter max 2 chars, 0x is a valid case, qty = x then)

1px



AdminPage

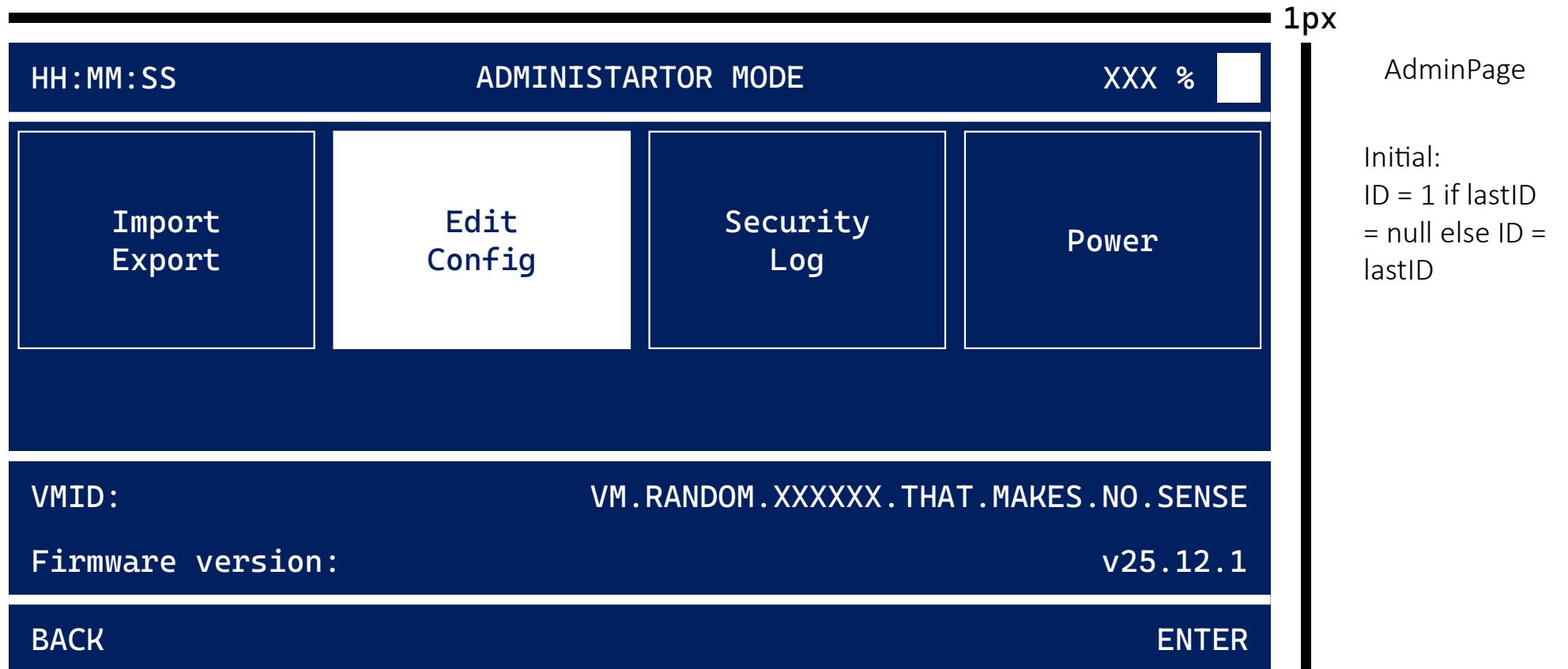
Initial:  
ID = 1 if lastID  
= null else ID =  
lastID

UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing



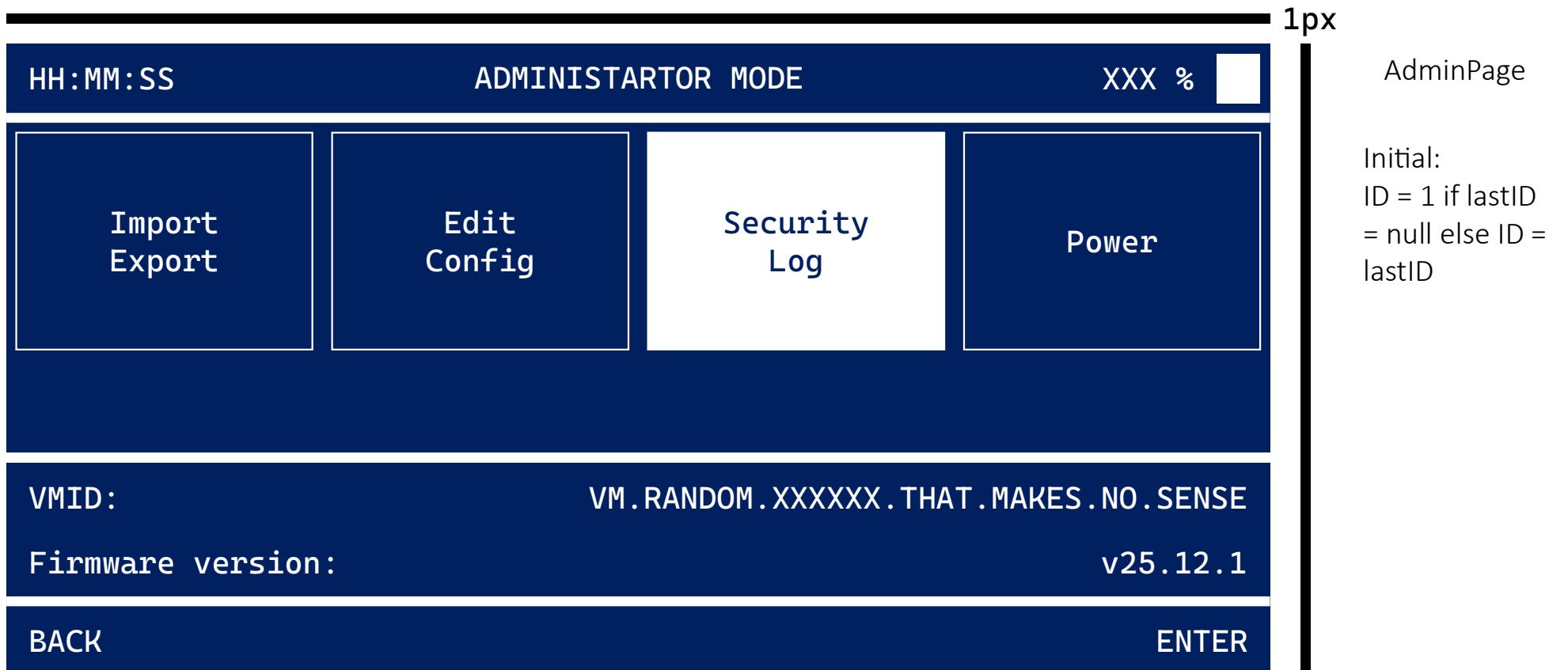
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to MainMenu (access Admin mode will require PIN typed again)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

Working on.



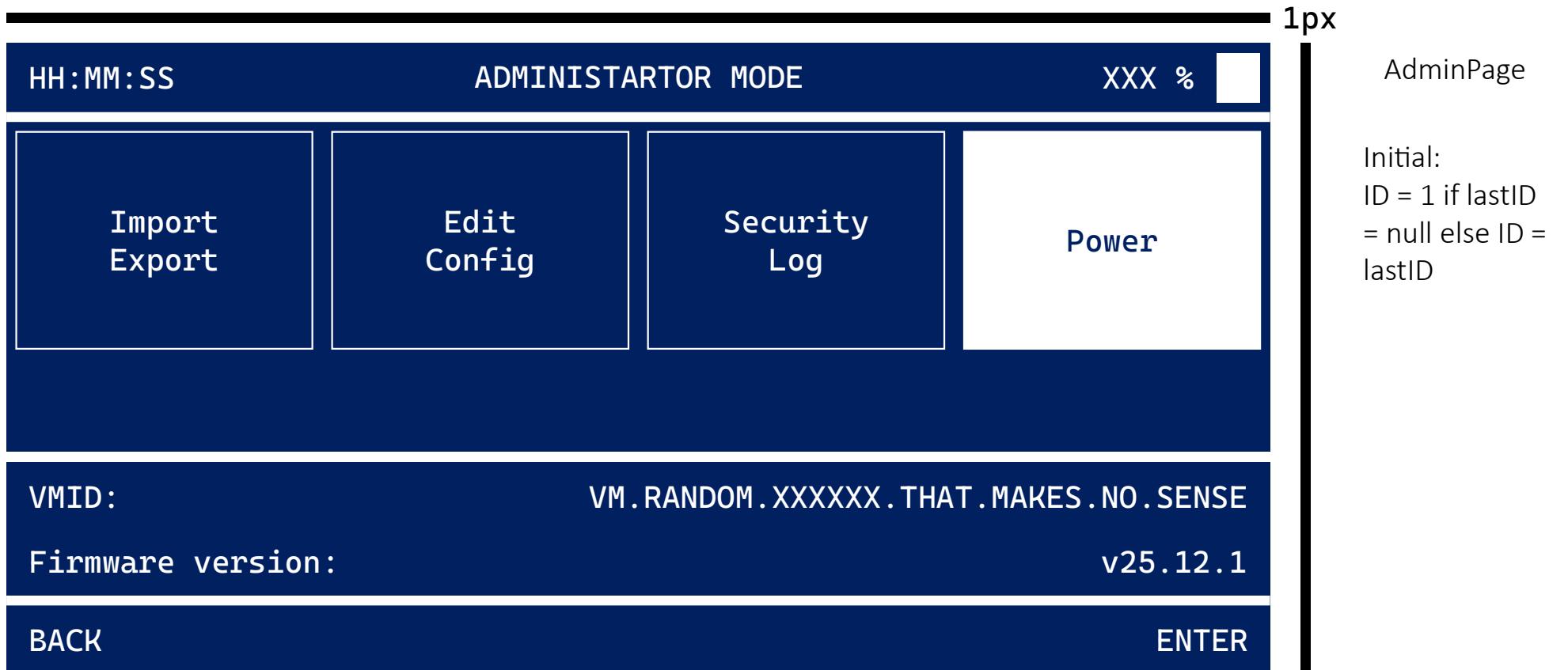
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to MainMenu (access Admin mode will require PIN typed again)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

Working on.



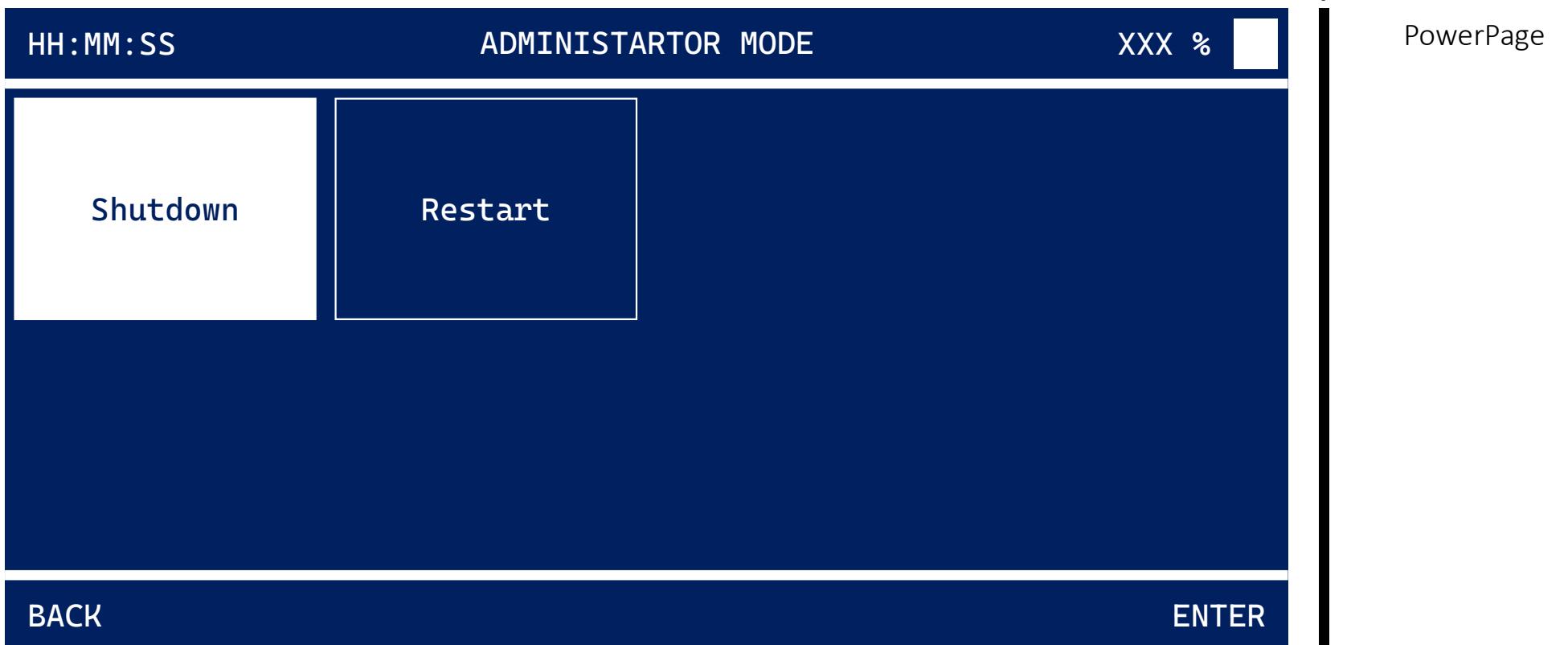
UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to MainMenu (access Admin mode will require PIN typed again)

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



UP, DOWN, LEFT, RIGHT -> move pointer around and select options

ENTER -> enter option

DELETE -> back to AdminPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS

ADMINISTRATOR MODE

XXX %

Enter PIN:

LOGIN FAILED

6 attempt(s) left

!

Violations of private property rights will be prosecuted to the fullest extent of the law.

BACK

TRY AGAIN

AdPassPage

Initial:  
Attempt = 6 if  
lastAttempt <= 0  
else attempt =  
lastAttempt.  
Reset every 2  
hours

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> try again, attempt --;

DELETE -> return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	ADMINISTARTOR MODE	XXX %
Enter PIN: <input type="text"/>		
5 attempt(s) left		
!	Violations of private property rights will be prosecuted to the fullest extent of the law.	
BACK		ENTER

AdPassPage

Initial:  
Attempt = 6 if  
lastAttempt <= 0  
else attempt =  
lastAttempt.  
Reset every 2  
hours

UP, DOWN, LEFT, RIGHT -> input to PIN field as secret passcode

ENTER -> submit PIN

DELETE -> delete previous chars, if the field is null, press DEL will return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input to Pin field as secret passcode

PIN field validation (passcode stored as plaintext but can be alternated in ConfigPage, required to have 8 chars included numbers and arrows, display as “\*” instead of plaintext, no hide/unhide action to skim through the PIN while entering)

1px

HH:MM:SS

ADMINISTRATOR MODE

XXX %



AdPassPage

WARNING



ACCESS DENIED at HH:MM:SS

Initial:  
Attempt = 6 if  
lastAttempt <= 0  
else attempt =  
lastAttempt.  
Reset every 2  
hours



Violations of private property rights will be prosecuted  
to the fullest extent of the law.

BACK

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
	Item no.:		1	
	Item Name:		Wife	
	Item Price:	500.000	VND	
	Available:	1	item(s)	
BACK				

ItemDetailPage

Initial:  
Item ID  
Item Name  
Item Price  
Item Cache  
ToBuy: 1

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> return to MainMenu with lastID = currID (ID = 1)

1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately

0 -> do nothing

Quantity field validation: if (input > available) || (input \* item.price > balance) then do nothing, else calculate Total

1px



MainMenu

Initial:  
Point at ID 1 if  
lastID is null  
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> do nothing

1, 2, 3, 4, 5, 6, 7, 8, 9 -> pressed then open InsertMoneyPage

0 -> pressed then open AdminPage (only if the balance is 0)

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
Please enter your balance:				
<input type="text" value="3 .000 VND"/>				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
<p>Please enter your balance:</p> <div style="border: 1px solid black; padding: 2px; width: fit-content;">300 .000 VND</div>				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
<p>Please enter your balance:</p> <p><input type="text" value="300"/> .000 VND</p> <p>ERROR – Cash value invalid.</p>				
Minimum cash value: 5		Maximum cash value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
<p>Please enter your balance: <input type="text"/> .000 VND</p>				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
<p>Please enter your balance: <input type="text"/> .000 VND</p> <p>ERROR – Cash value invalid.</p>				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
Please enter your balance: <input type="text"/> .000 VND				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>
<p>Please enter your balance:</p> <div style="border: 1px solid black; padding: 2px; width: fit-content;">100 .000 VND</div>				
Minimum value: 5		Maximum value: 500		
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

InsertMoneyPage

Initial:  
Last key pressed  
+

.000 suffix 1

+ VND suffix 2

Error\_message: null

UP, DOWN, LEFT, RIGHT -> do nothing

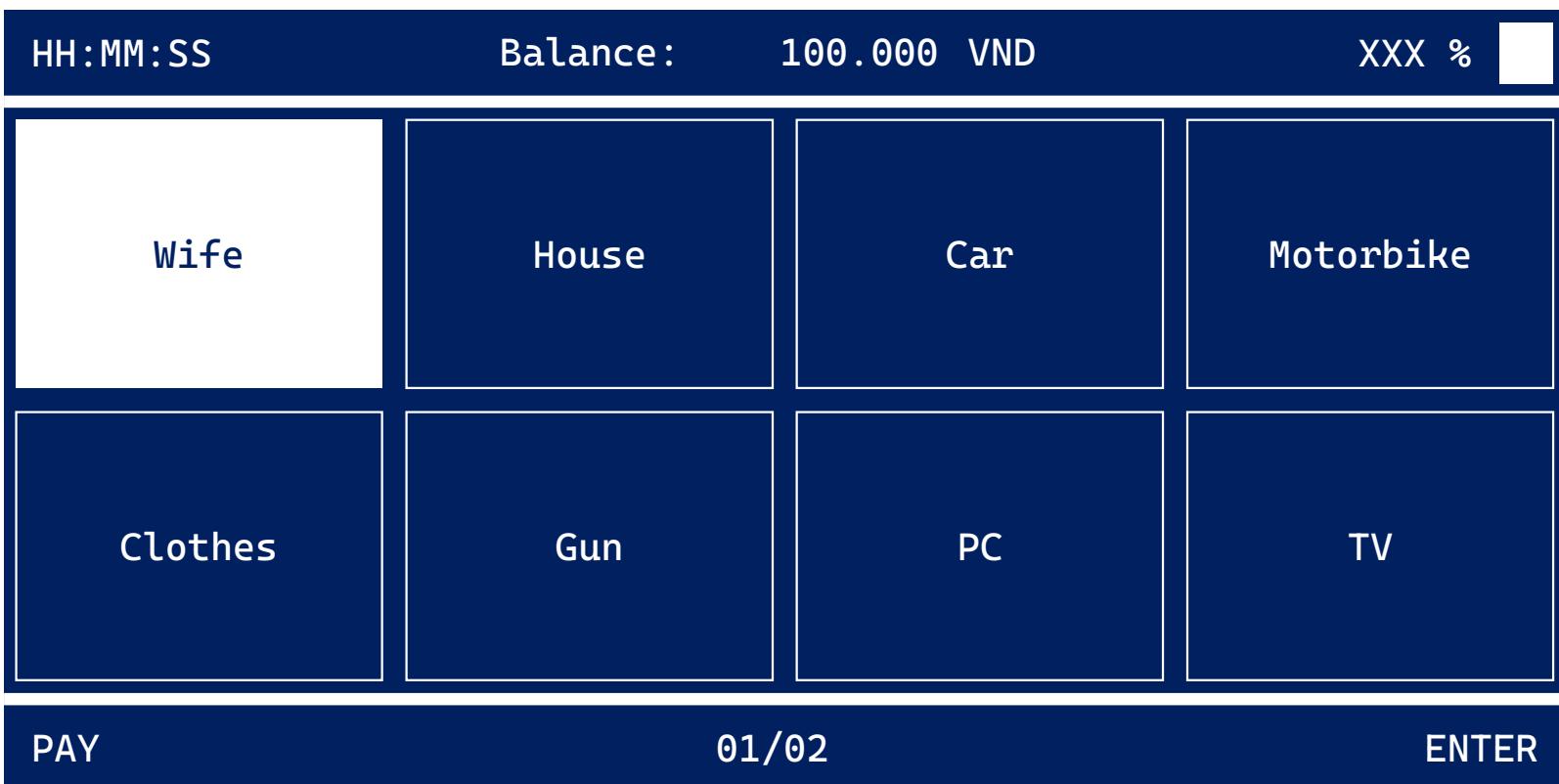
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

DELETE -> delete previous number, if the input field is null, return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> input after last key pressed from MainMenu (validation: max 3 chars, "5".000 < m < "500".000)

If no input is detected for longer than 30s, auto delete all chars and return to MainMenu.

1px



MainMenu

Initial:  
Point at ID 1 if  
lastID is null  
Initial 16 item

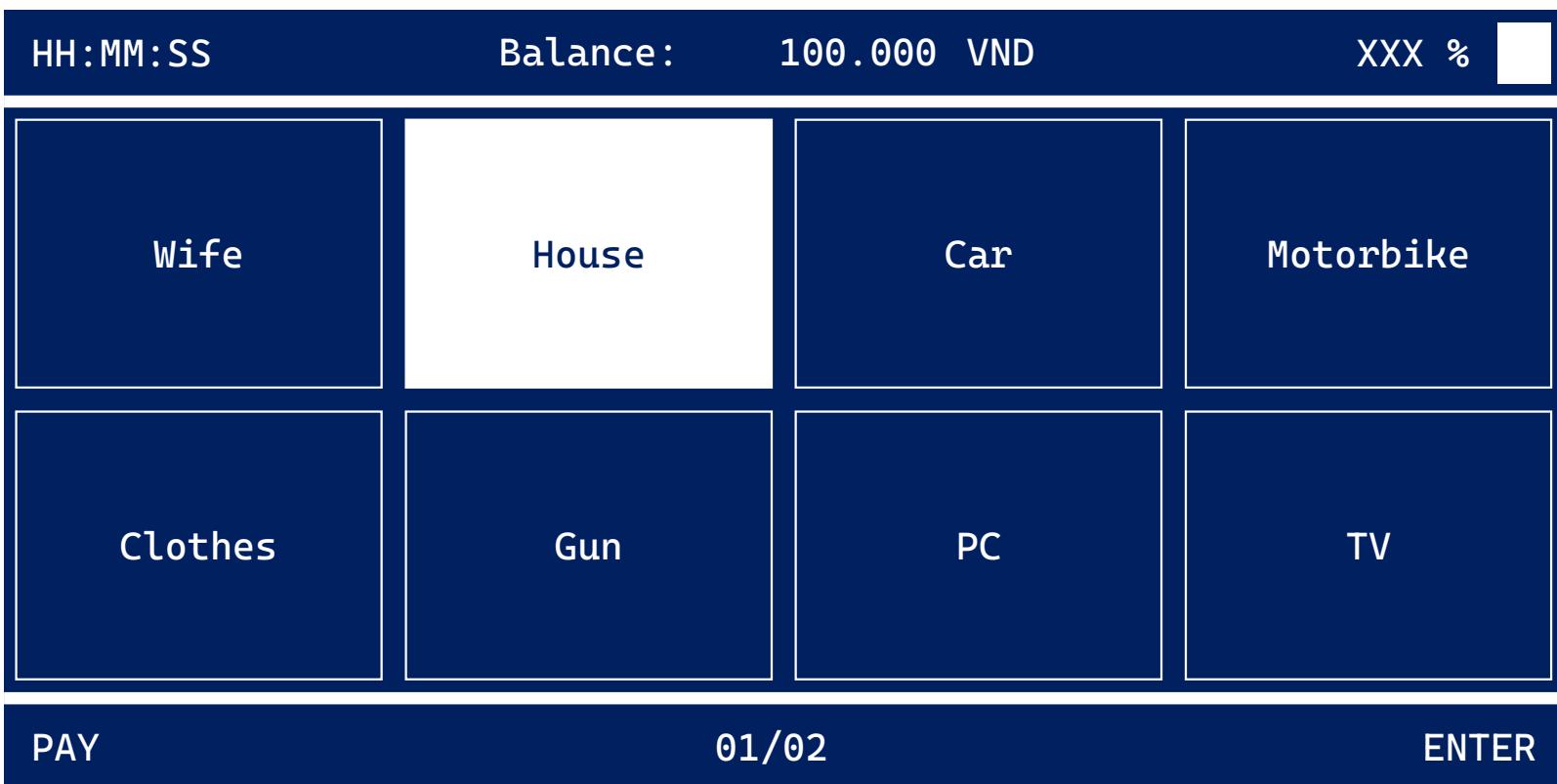
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0-> do nothing

1px



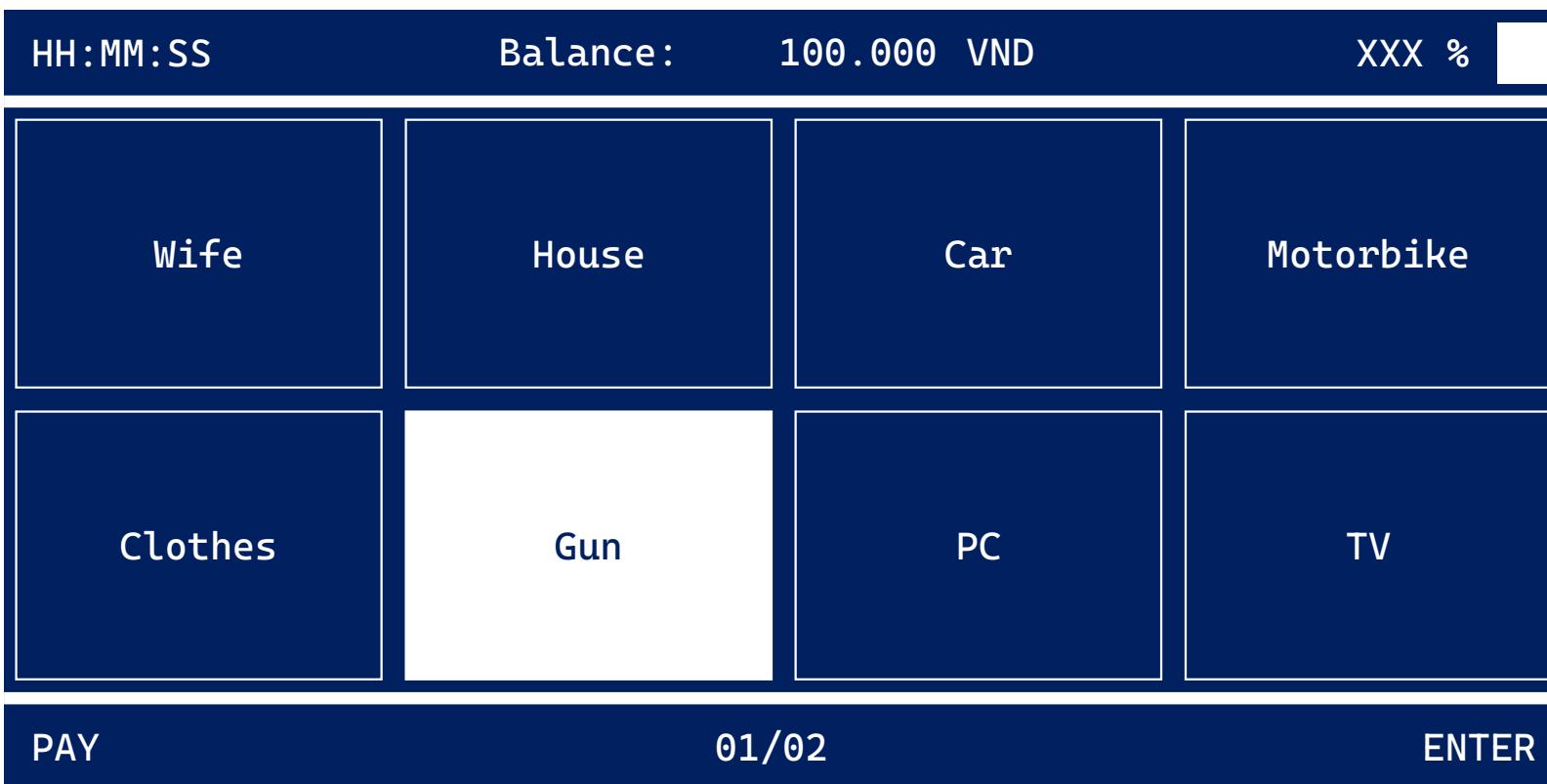
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x], currently, Gun is not available due to item.enable = false or item.available = 0

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



UP, DOWN, LEFT, RIGHT -> do nothing

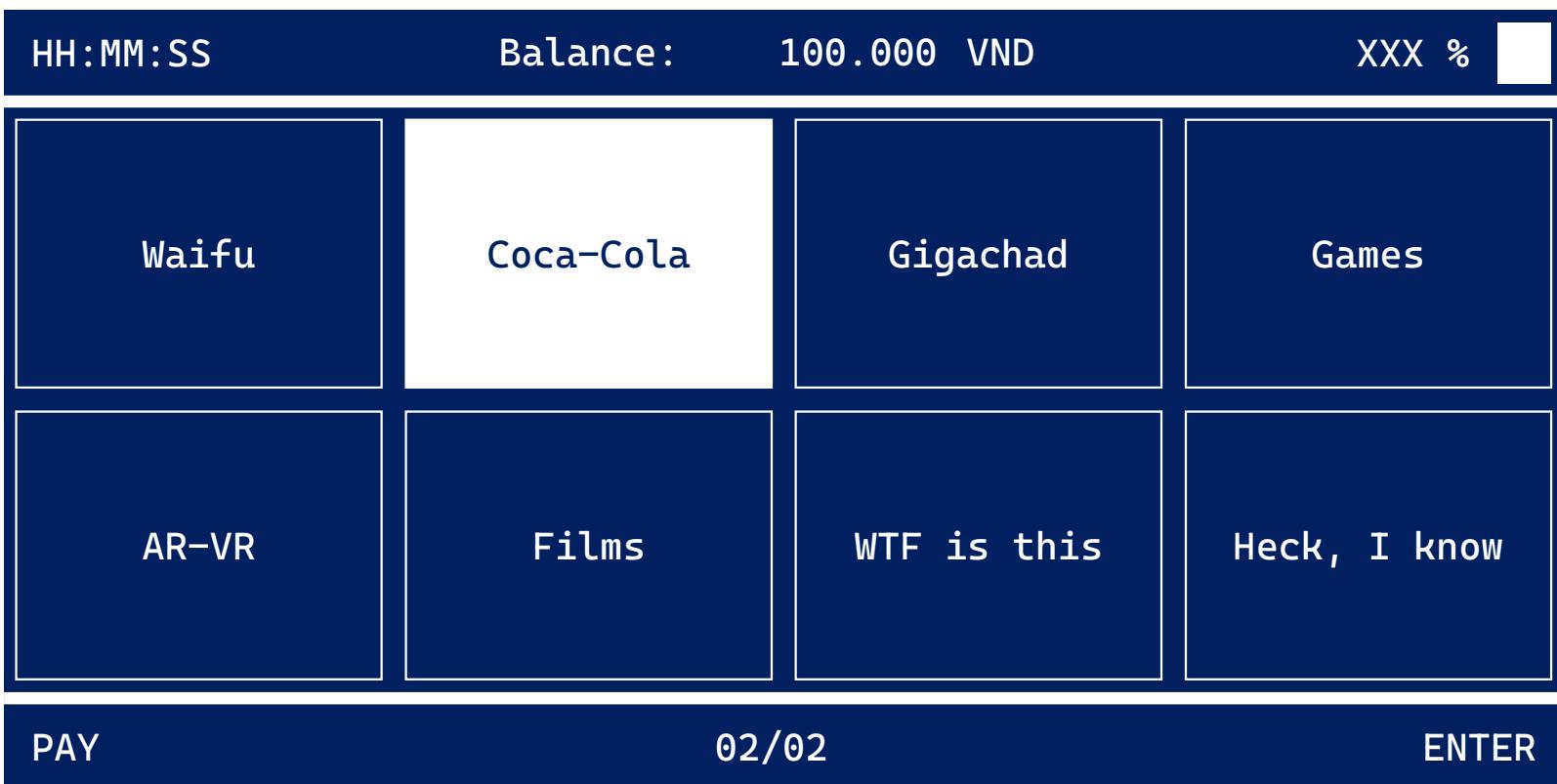
ENTER -> do nothing

DELETE -> return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

Auto return to MainMenu in 5s

1px



MainMenu

Initial:  
Point at ID 1 if  
lastID is null  
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	100.000 VND	XXX %	<input type="button" value=""/>
	Item no.:	10		
	Item Name:	Coca-Cola		
	Item Price:	10.000	VND	
	Available:	18	item(s)	
Please enter quantity:		<input type="text"/>	item(s)	
Minimum value: 1		Maximum value: 9		
BACK		KEY PRESS		

ItemDetailPage

Initial:  
Item ID  
Item Name  
Item Price  
Item Cache  
ToBuy: 1

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> do nothing

DELETE -> return to MainMenu with lastID = currID (ID = 10)

1, 2, 3, 4, 5, 6, 7, 8, 9 -> input to ToBuy field, key pressed then enter quantity immediately

0 -> do nothing

Quantity field validation: if (input > available) || (input \* item.price > balance) then do nothing, else calculate Total

1px

HH:MM:SS	Balance:	100.000 VND	XXX %	<input type="button" value=""/>
	Item no.:	10		
	Item Name:	Coca-Cola		
	Item Price:	10.000	VND	
	Available:	18	item(s)	
Please enter quantity:		<input type="text" value="2"/>	item(s)	
Total:		20.000	VND	
<input type="button" value="CANCEL"/>		<input type="button" value="CONFIRM"/>		

ItemDetailPage

Initial:  
Item ID  
Item Name  
Item Price  
Item Cache  
ToBuy: 1

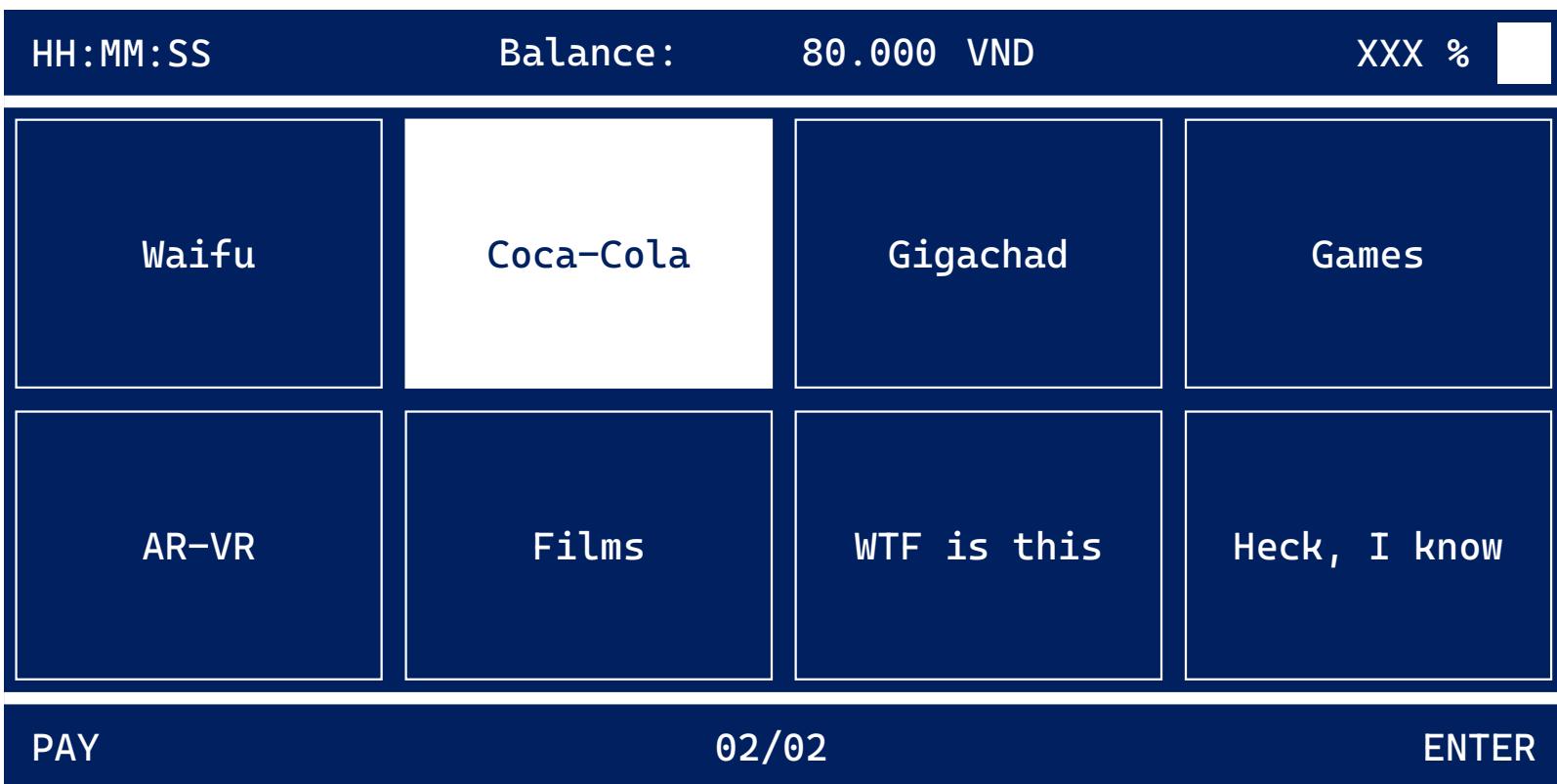
UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> confirm, if balance > sub\_total, return to MainMenu, balance -= sub\_total, else (balance = sub\_total), to PayPage

DELETE -> cancel and return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px



MainMenu

Initial:  
Point at ID 1 if  
lastID is null  
Initial 16 item

UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	80.000	VND	XXX %	<input type="checkbox"/>	PayPage
Receive:		100.000		VND		
Total:		20.000		VND		
Change:		80.000		VND		
<p>Press [ENTER] to CONFIRM payment. Press [DEL] to CANCEL payment and continue buying. Press [KEY 0] to CANCEL buying and collect all balance.</p>						
CANCEL					CONFIRM	

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> let's go to thanksPage

DELETE -> cancel paying and return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9 -> do nothing

0 -> cancel buying and go to confirmLeavingPage

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>	thanksPage
Thank you for using our products!					
Have a nice day!					
Please remember to collect your change (if any)...					
Change:	80.000	VND			
CLOSE					

UP, DOWN, LEFT, RIGHT -> close and return to MainMenu

ENTER -> close and return to MainMenu

DELETE -> close and return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu

1px

HH:MM:SS	Balance:	100.000 VND	XXX %	<input type="checkbox"/>	confirmLeavingPage
Cancel buying and collect all money back? This action cannot be undone.					
Total:	0.000		VND		
Change:	100.000		VND		
CANCEL			CONFIRM		

UP, DOWN, LEFT, RIGHT -> do nothing

ENTER -> go to thanksPage

DELETE -> return to PayPage

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> do nothing

1px

HH:MM:SS	Balance:	0.000 VND	XXX %	<input type="button" value=""/>	thanksPage
We are sorry to see you go. Have a nice day!					
Please remember to collect your change (if any)...					
Change:		100.000	VND		
CLOSE					

UP, DOWN, LEFT, RIGHT -> close and return to MainMenu

ENTER -> close and return to MainMenu

DELETE -> close and return to MainMenu

1, 2, 3, 4, 5, 6, 7, 8, 9, 0 -> close and return to MainMenu

Auto return to MainMenu after 10s