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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=""/>
	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

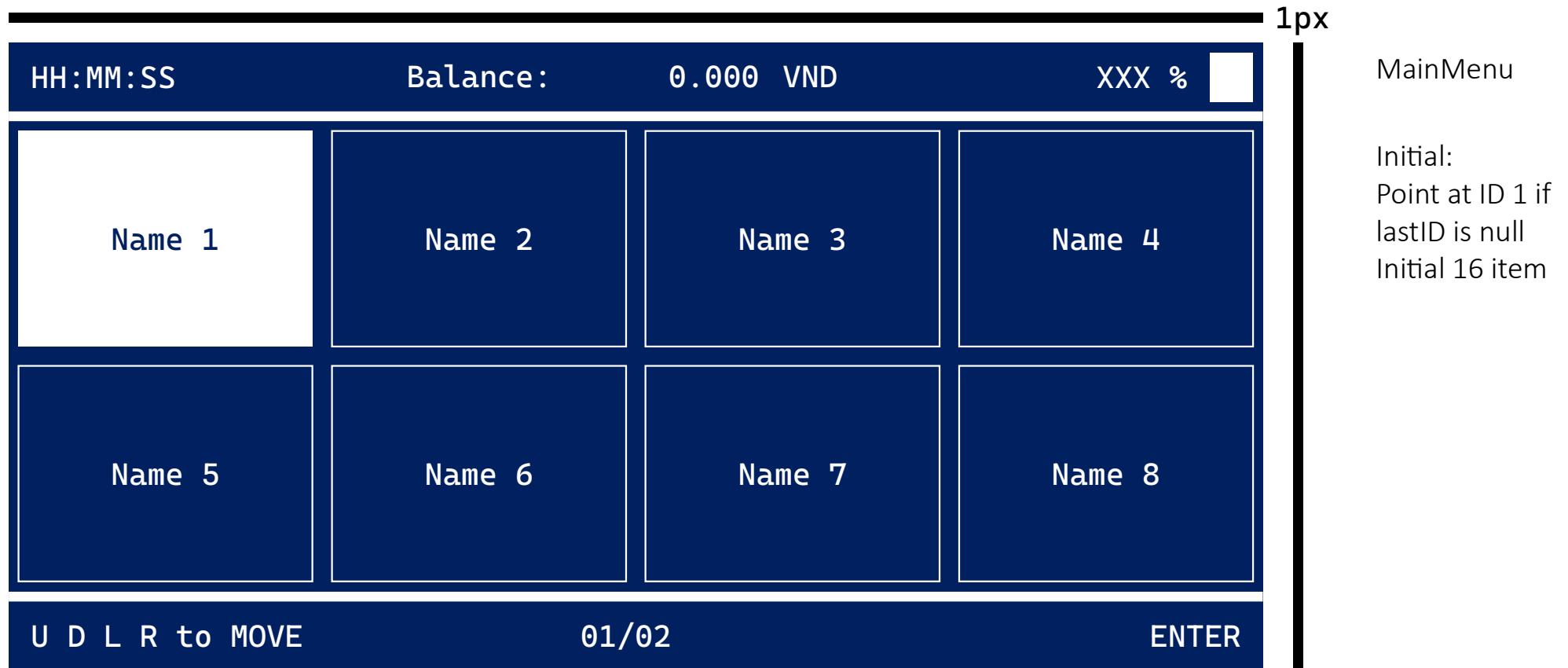
ENTER -> do nothing

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



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.

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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> <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.

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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.

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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.

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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.

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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.

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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.

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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

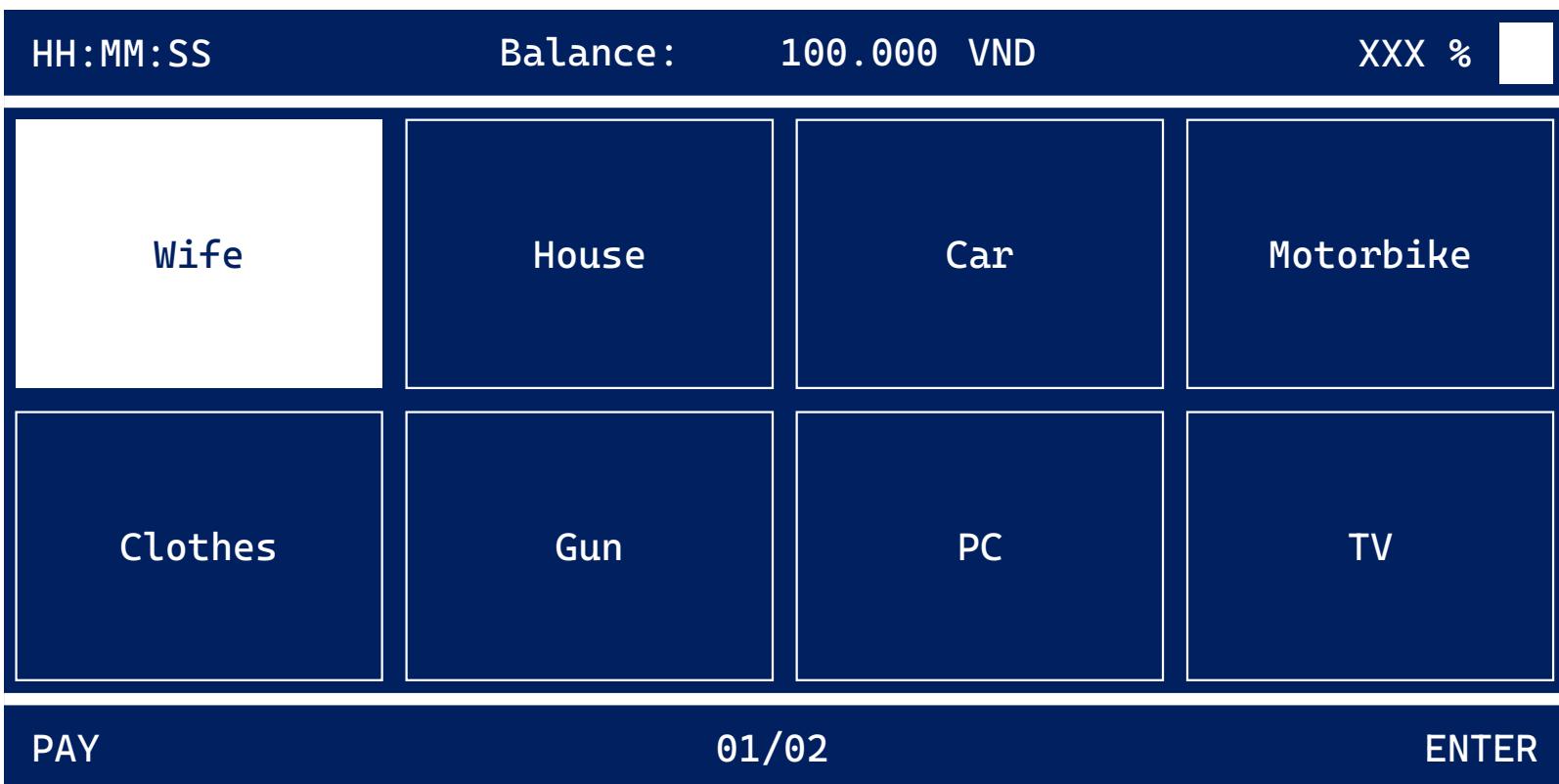
ENTER -> confirm and validate money, if success, update balance and return to MainMenu, else delete all chars and re-enter.

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.

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MainMenu

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

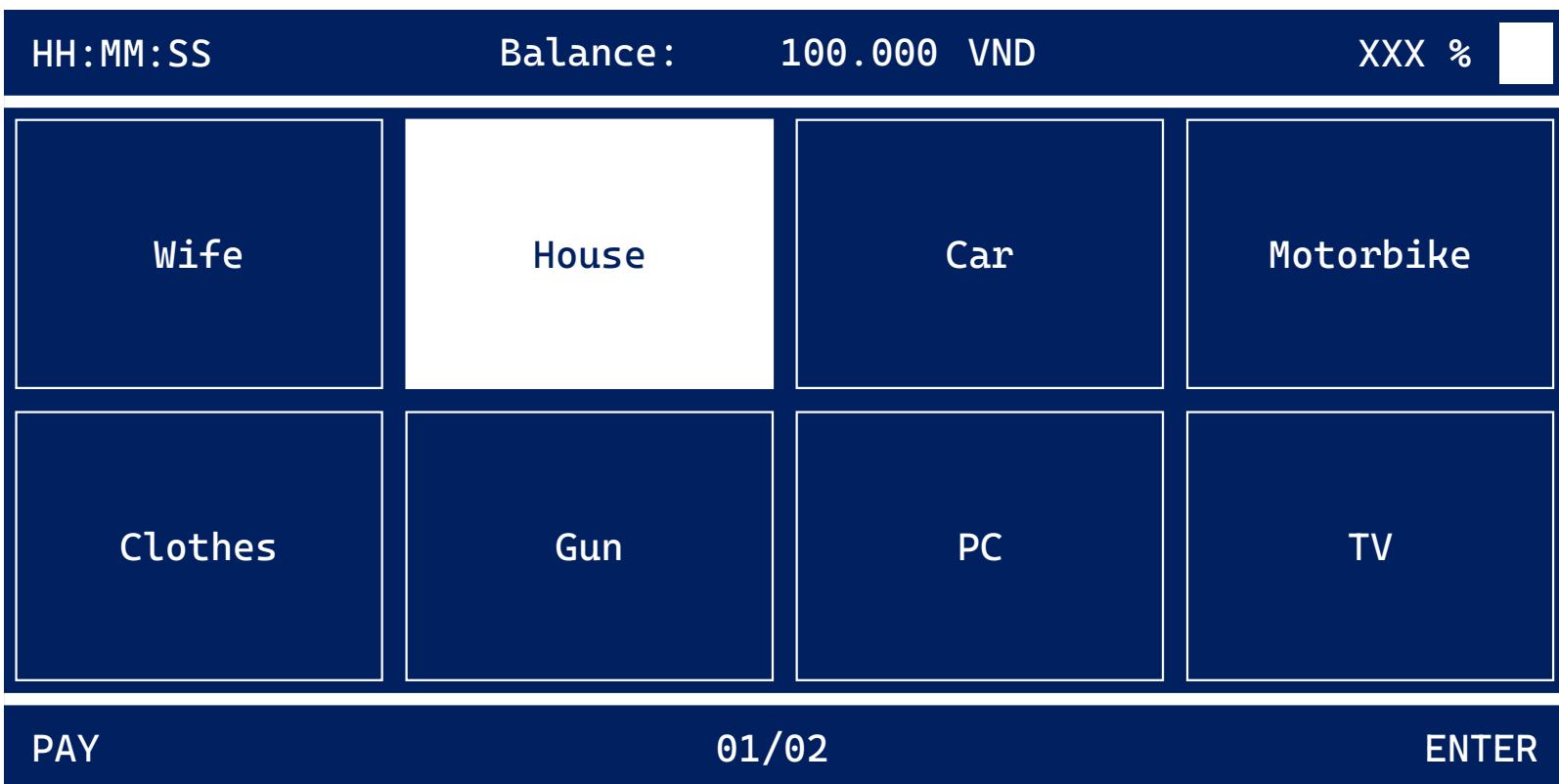
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

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

1px



MainMenu

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

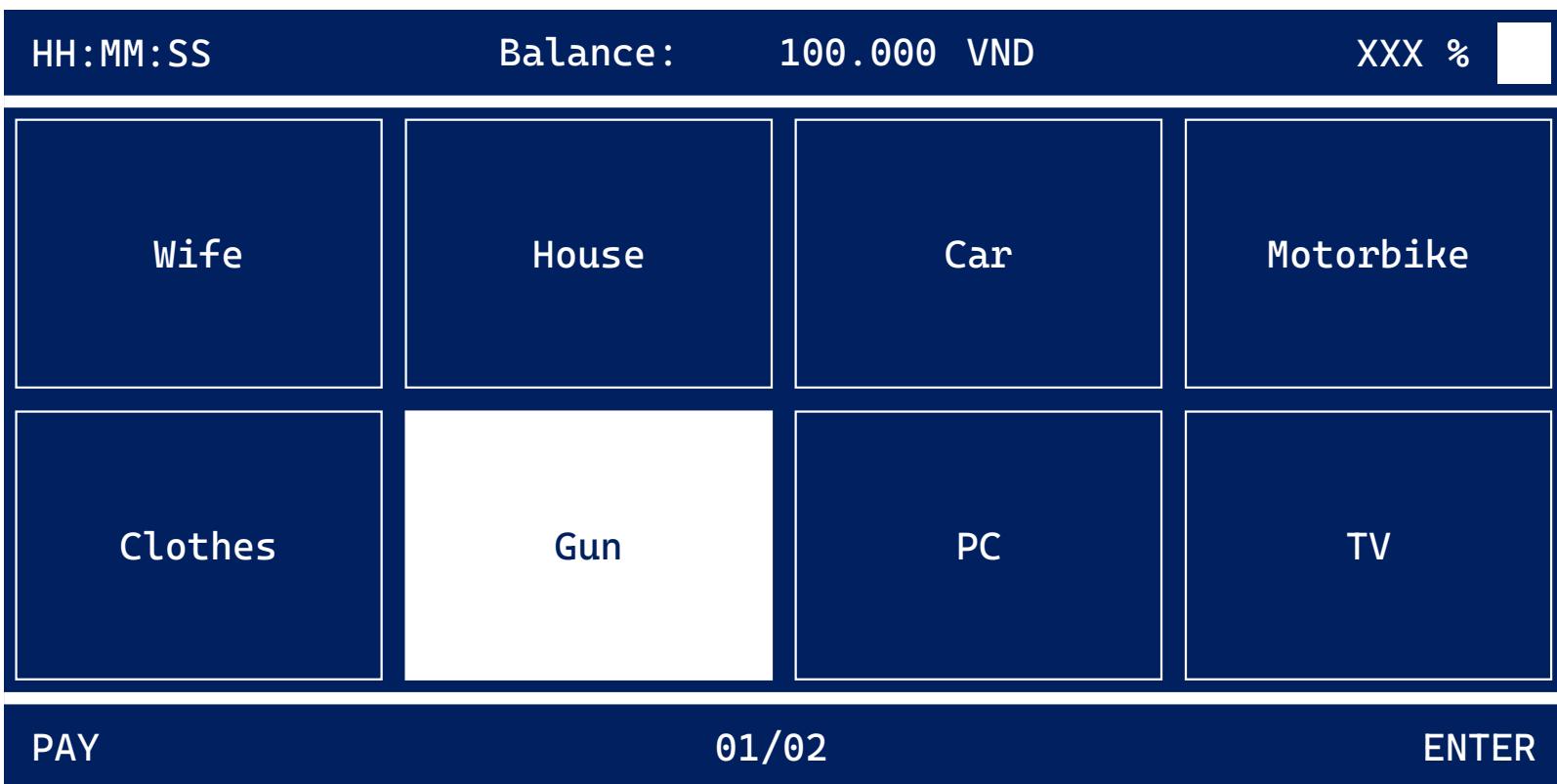
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

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

1px



MainMenu

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

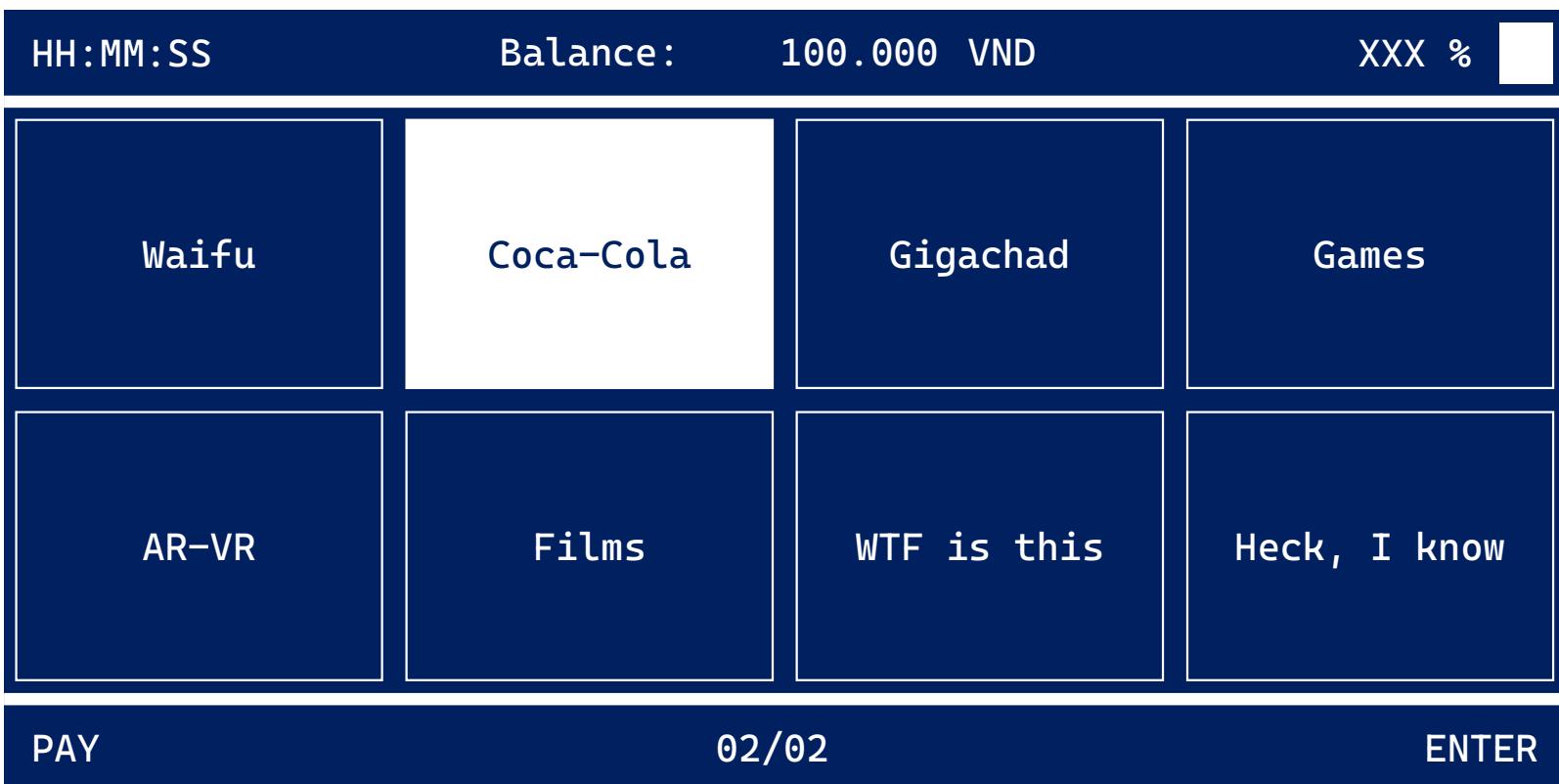
UP, DOWN, LEFT, RIGHT -> move the pointer around and select item

ENTER -> enter the ItemDetailPage[x]

DELETE -> go to PayPage

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

1px



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	
<input type="button" value="BACK"/>		<input type="button" value="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

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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

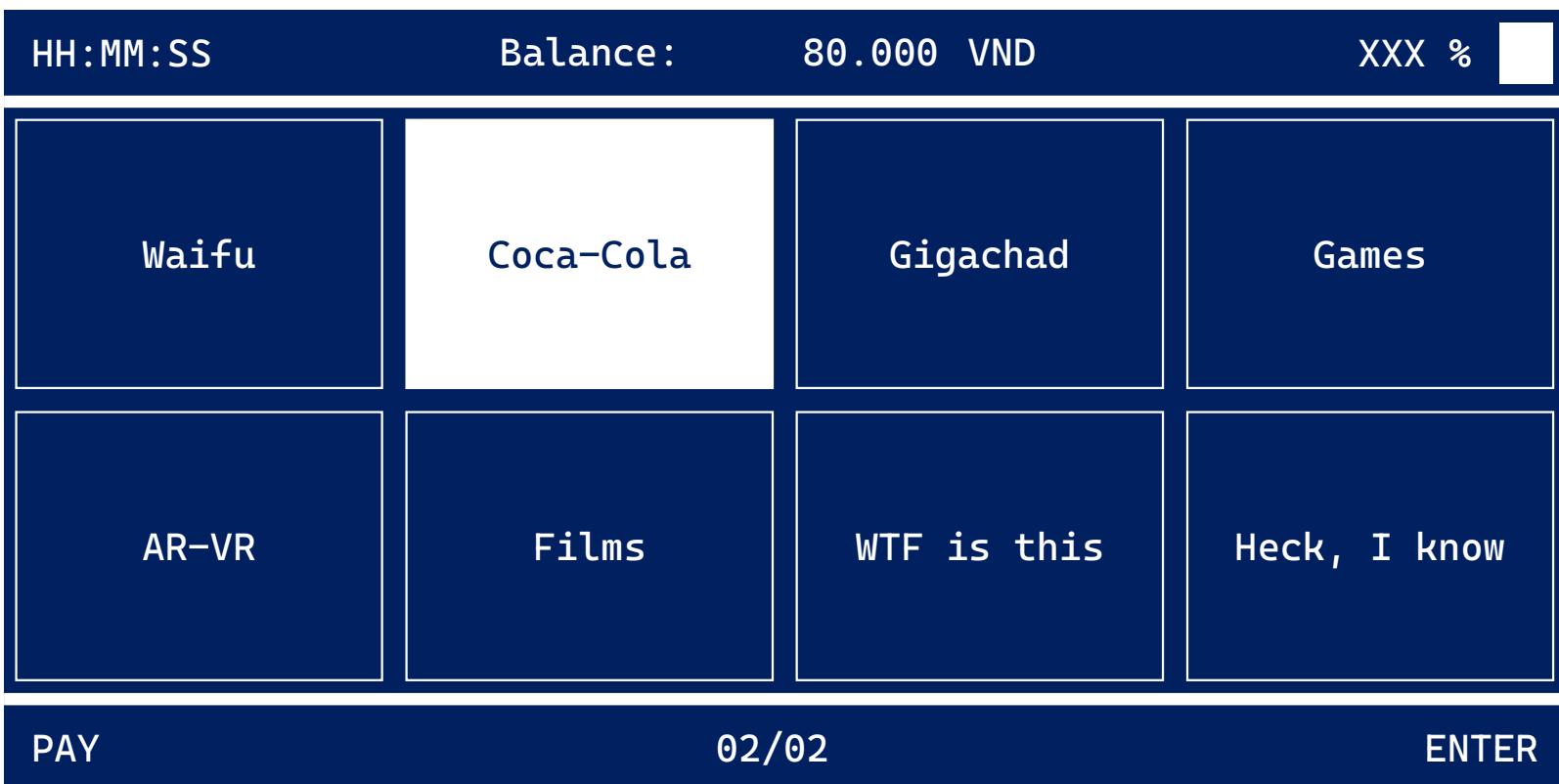
UP, DOWN, LEFT, RIGHT -> do nothing

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

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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