Student Number 12174521

Assignment 2

Read ME file

How to run Vending Project in Eclipse

Execution environment for project:

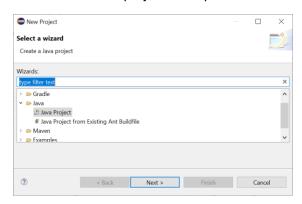
Eclipse IDE 2019-09

JavaSE-12(jdk-13)

Included library: Javafx-sdk-11.0.2

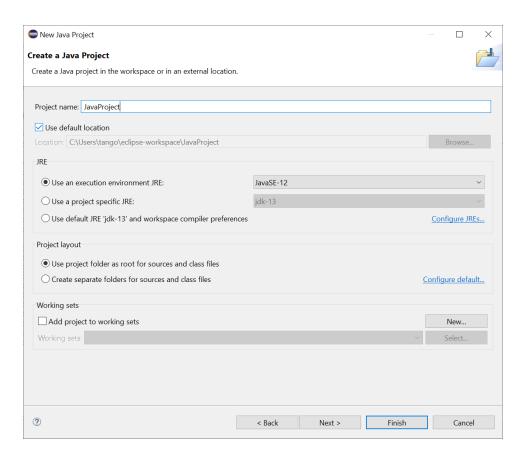
Step 1:

Create a new Java project in Eclipse:



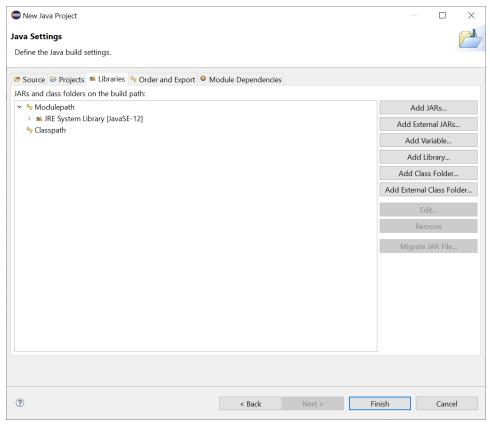
Choose JavaSE-12 as your execution environment

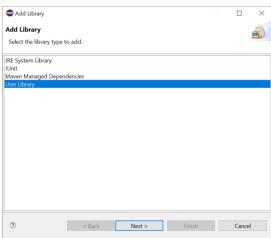
Go to project layout: Use project folder as root.

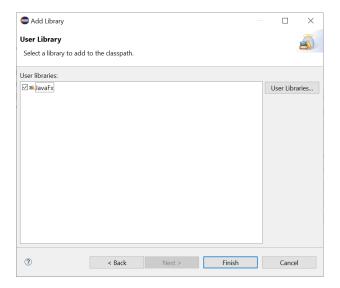


Click next -> Go to libraries

Select module path -> add library -> user library -> Javafx

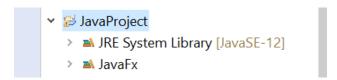




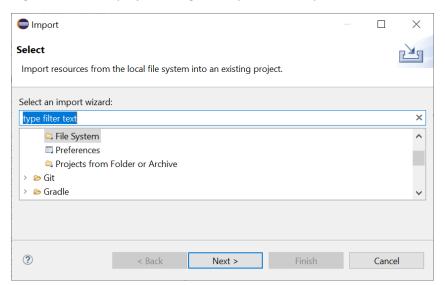


Click finish

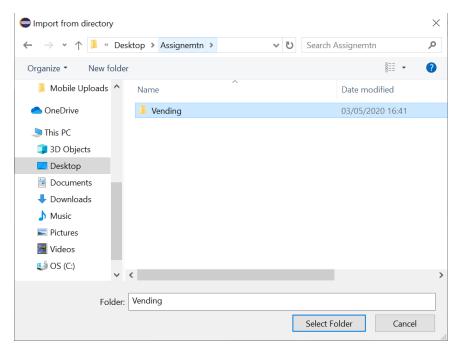
Both libraries should show in your project



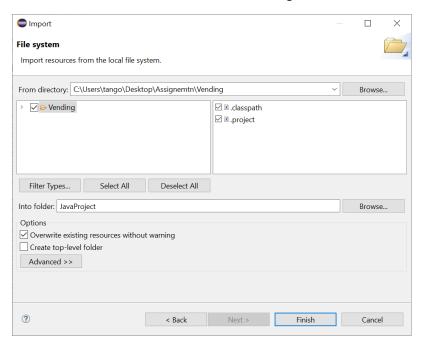
Right click on the project and go to Import -> File System



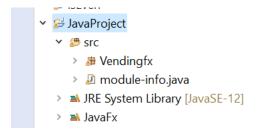
Choose the 'Vending' file in the assignment folder



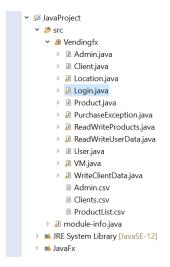
Select all. Make sure to click overwrite existing resources



Now you should have the src folder and Vendingfx package and the correct module.



Now go into Vendingfx package. Go to Login.java and run.



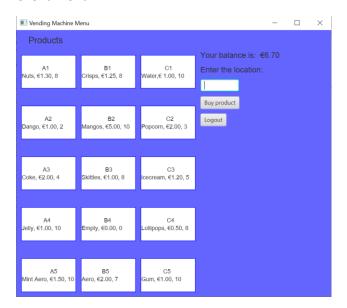
To login to Vending machine as a client username: Michelle password: 111116

To login as an administrator username: Michelle password: 222222

Logout to change user and log back in. When finished click shutdown to backup data and close program.



Client Menu



Admin Menu

To load/reload a product you must either load into an empty location or into a location with a product with the same name and price or you will be asked to choose a different location. A maximum quantity of 10 can be loaded into each location or you will be asked to choose a different location.

