

JavaFX and the Vending Machine

Project 1 - Part 1

Description

For this individually completed assignment, simply put, put your JavaFX skills to work. This is where you get to be creative with a GUI. You will work with part 1 of the project to create a JavaFX GUI that simulates the data. To give some restrictions, the vending machine will have **8 selections at all times**. But the 8 selections will be random in choice of Drink or Snack based on the directory.txt file. **Also, I do NOT want other libraries included. I just want JavaFX vanilla. While I know using some of the other libraries might help with the look of the project... I am not expecting commercial quality!**

Documentation

Let's also make this simple. Your documentation should prove, quickly, that your project deserves the full grade without the graders running it. (We still will, but...). Your PDF documentation will be named LASTNAME.pdf (your last name!) needs to cover, IN ORDER:

1. How to run (given your exported code. Hint below)
2. How it looks running (Simulation)
3. How does it maintain selection protocol (avoiding empty slots)

Documentation - How to run

We are always surprised by this. So many students know how to export a Java project to a zip. But then never turned around and tried unzipping and running (whatever) to get the project to perform.

Documentation - How it looks running

This will be mostly pictures or screen captures of your JavaFX GUI running. Think of this as an advertisement of the product you created. Again, be creative, but sell that you did the work required.

Documentation - Maintaining Selection Protocol

This should show both the original non-GUI program and GUI program follow the vending machine selection protocol. Remember, empty slots ONLY as a last resort.

Approximate Rubric

	approx. pts
Mimics the running Vending Machine correctly	20 pts
Graphically appealing	20 pts

GUI works selecting beverages	15 pts
GUI Adjusts to various brands	25 pts
GUI reset works	5 pts
rest...	15 pts