User Guide Vending machine.

Intro:

A request was submitted to develop a vending machine to help ease the amount of people buying soft drinks from the shop clerk. Thus a small team came together and designed a clips FSM to represent visually how the vending machine would work.

Guide:

The use of the vending machine consists out of a couple of steps.

1.Choose a soft drink or candy. (Cola, orange, sweets, chocolate)

2.Place money into the machine. (The machine only takes R5, R2, R1, c50, c20, c10)

3.The prices for each item is as follow:

Cola: R8.50,

Orange: R10.00,

Sweets: R12.50 and

Chocolate: R 15.00

4.If you place the right amount the vending machine will dispose the chosen soft drink.

5.If not the right amount you will be asked to add more money or change will be given back.

The system is designed to do all necessary calculations in the background. After the user have done all necessary steps the system will reset and start again for any new users to pick an item from the vending machine.