**PROJECT: E-PETROL KIOSK // FIRDAUS | TRIGGER**

**Description:**

Develop a program that is used to manage and keep track of the level of petrol or diesel fuel in a petrol station. Your system shall allow vehicle owners to choose the type of petrol or diesel fuel to purchase and you program shall display the current price per litre ((RON95, RON97, Diesel, etc...). The user then enters the amount of money to purchase the petrol or diesel at the petrol dispenser and it will display the amount of petrol being filled up (in litres) and total price for the selected fuel. The petrol dispenser is also able to keep track and display the current level of petrol balance at each petrol dispenser unit. Once the petrol level has reached the minimum level, it will display a warning/indicator for the management to top up more fuel at the respective petrol dispenser unit.

**Requirements:**

1. Allow users to choose fuel type to purchase
2. Display the current price per litre
3. Takes money amount input from users to purchase the fuel
4. Display amount of fuel currently dispensed (in litres)
5. Display total price for selected fuel
6. Keep track and display current level of fuel left in each petrol dispenser unit
7. If minimum level of fuel has been reached, display a warning/indicator for management to refuel the dispenser unit

**!!! FOR THIS PROJECT’S PROGRAMMING (DUE: 13/15th JUNE) !!!**

* **Slides for presentation (not more than 6 slides)**
* Project title and group members
* overview/introduction to the project
* list of classes
* methods being developed
* flow charts of the project (broken down by modules).

* **Code Development**

Must make use of the following Java components:

* User input
* Selection and Repetition (any type)
* Methods (both void/return-type)
* 1D and 2D arrays
* I/O file

* **Expected Basic Functions**
* Insert data
* View/Print data
* Update data (requires a searching capability)
* Delete data (optional/bonus)

**!!! FOR THIS PROJECT’S REPORT (DUE: 22th JUNE) !!!**

* Soft copy, 6-8 pages

**INCLUDES:**

* A COVER PAGE stating the PROJECT TITLE, GROUP NAME and LIST OF MEMBERS
* A SHORT INTRODUCTION to your project.
* A FLOW CHART describing the flow of your program.
* THE LIST OF PROGRAM METHODS used in the program with a brief description of its usage.
* Selected SAMPLE OF SCREENSHOTS for your program.