



# Milestone 4

CST-135

Gary Davis

Nathaniel Kumar

Jesse Gardner

Alondra Dominguez Ramirez

# Deliverables

## **Grid pane implementation**

- Add category images that will function as buttons (Candy, Chips, Drinks and Gum).

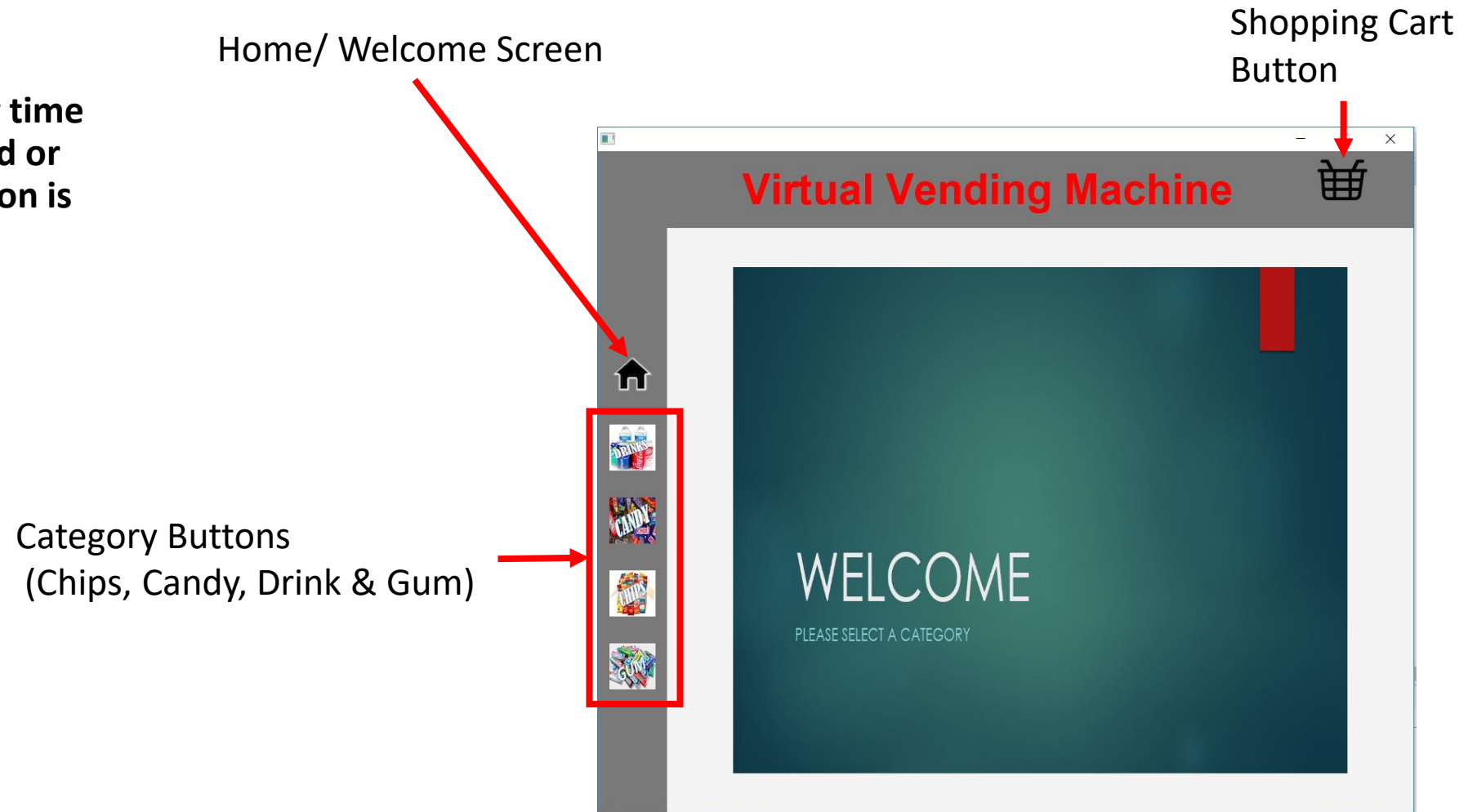
## **Category Function**

- Once the category button is clicked, items associated with the category will be displayed in a new grid pane (each category will have its own grid pane).
- Each line item needs a description and price.
- Done button that will display a list of items, their price, and the total transaction amount in a new grid pane.

## **Create ReadMe file**

# Welcome Screen with Category buttons

- This Screen appears every time the application is launched or the Home/ Welcome button is clicked.



# Category Display and Functions

- Each category will display a list of items available for purchase.
- User can increase the quantity of an item using the spinner.
  - Stock value decreases when quantity increases.
  - Quantity will not exceed or go below stock.
- User can add item to cart by clicking the “Add to Cart” button.
  - Items will not be added to cart if quantity is equal to zero.
- When Clicking “Go to Cart” or cart icon, a new grid pane will appear with the selected items, price and total price (“Go to Cart” is the same as “Done” button).

User Quantity Selection

The screenshot shows a web application titled "Virtual Vending Machine". It features a table of products with columns for Product Name, Price \$, Stock, Location, and Quantity. The table lists four items: Crush, Mtn Dew, Pepsi, and Sprite, each with a price of 1.50 and a stock of 10. To the right of the table is a "Quantity" column with four spinner controls, each set to 0. Further right are four "Add to Cart" buttons, one for each item. At the bottom right is a "Go to Cart" button. A shopping cart icon is in the top right corner. On the left side of the interface is a vertical sidebar with a home icon and four product category icons (Drinks, Candy, Gum, and another category). Red arrows point from text labels to specific UI elements: "Line Items" points to the product table; "User Add to Cart Button" points to the "Add to Cart" buttons; "Go to Cart or 'Done' Button" points to the "Go to Cart" button and the shopping cart icon.

Product Name	Price \$	Stock	Location	Quantity
Crush	1.50	10	D2	0
Mtn Dew	1.50	10	D4	0
Pepsi	1.50	10	D3	0
Sprite	1.50	10	D1	0

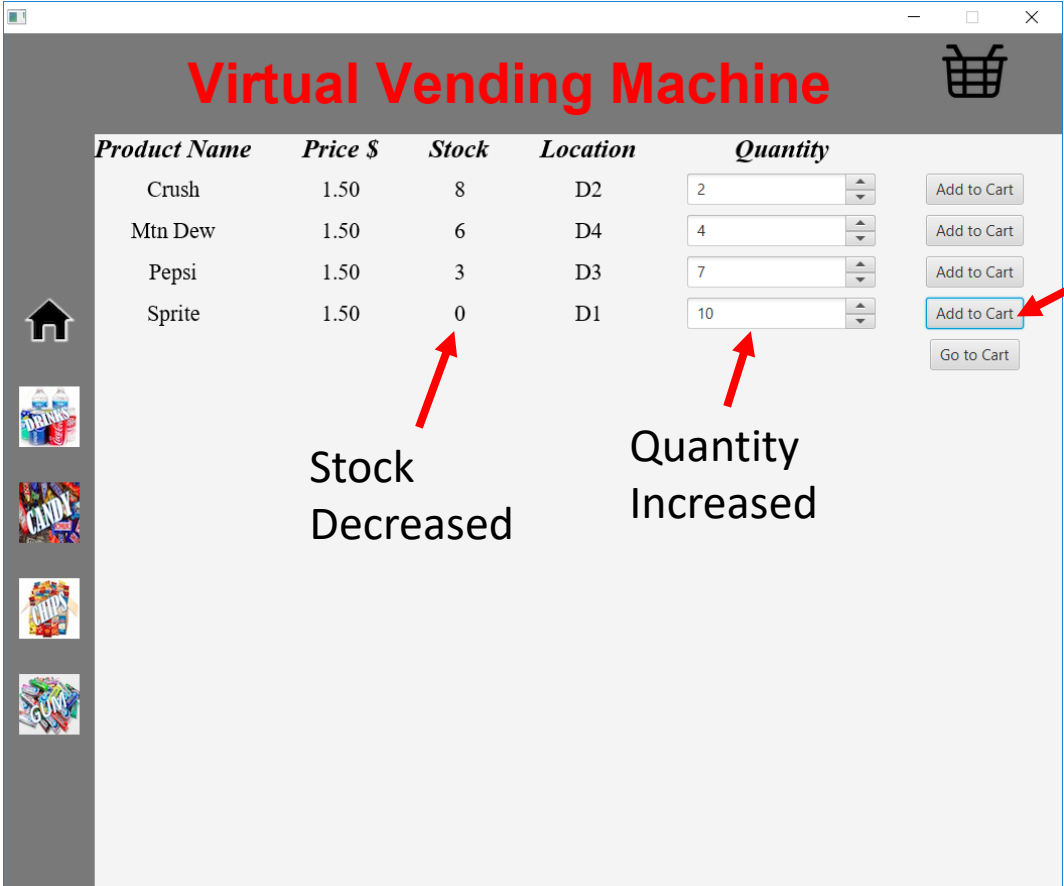
Line Items

User Add to Cart Button

Go to Cart or "Done" Button

# Item Selection

- The user will increase the quantity of the desired product.
- They will click “Add to Cart” button to add the item to the cart.
- If they change their mind and change the quantity back to zero, the item will be removed from the cart.
- Once the user is ready to review their order, they will click the “Go to Cart” button or Cart Icon.



The screenshot shows a web application titled "Virtual Vending Machine" with a shopping cart icon in the top right. A table lists products with their prices, stock levels, locations, and selected quantities. The table has columns: Product Name, Price \$, Stock, Location, and Quantity. The products listed are Crush, Mtn Dew, Pepsi, and Sprite. The stock for Sprite is 0, and its quantity is set to 10. To the right of the table are "Add to Cart" and "Go to Cart" buttons. A red arrow points from the text "Stock Decreased" to the "0" in the Stock column for Sprite. Another red arrow points from the text "Quantity Increased" to the "10" in the Quantity column for Sprite. A third red arrow points from the text "Items Added to Cart" to the "Add to Cart" button for Sprite. On the left side of the interface, there is a vertical sidebar with a home icon and four product category icons (beverages, candy, snacks, and other items).

Product Name	Price \$	Stock	Location	Quantity	
Crush	1.50	8	D2	2	Add to Cart
Mtn Dew	1.50	6	D4	4	Add to Cart
Pepsi	1.50	3	D3	7	Add to Cart
Sprite	1.50	0	D1	10	Add to Cart

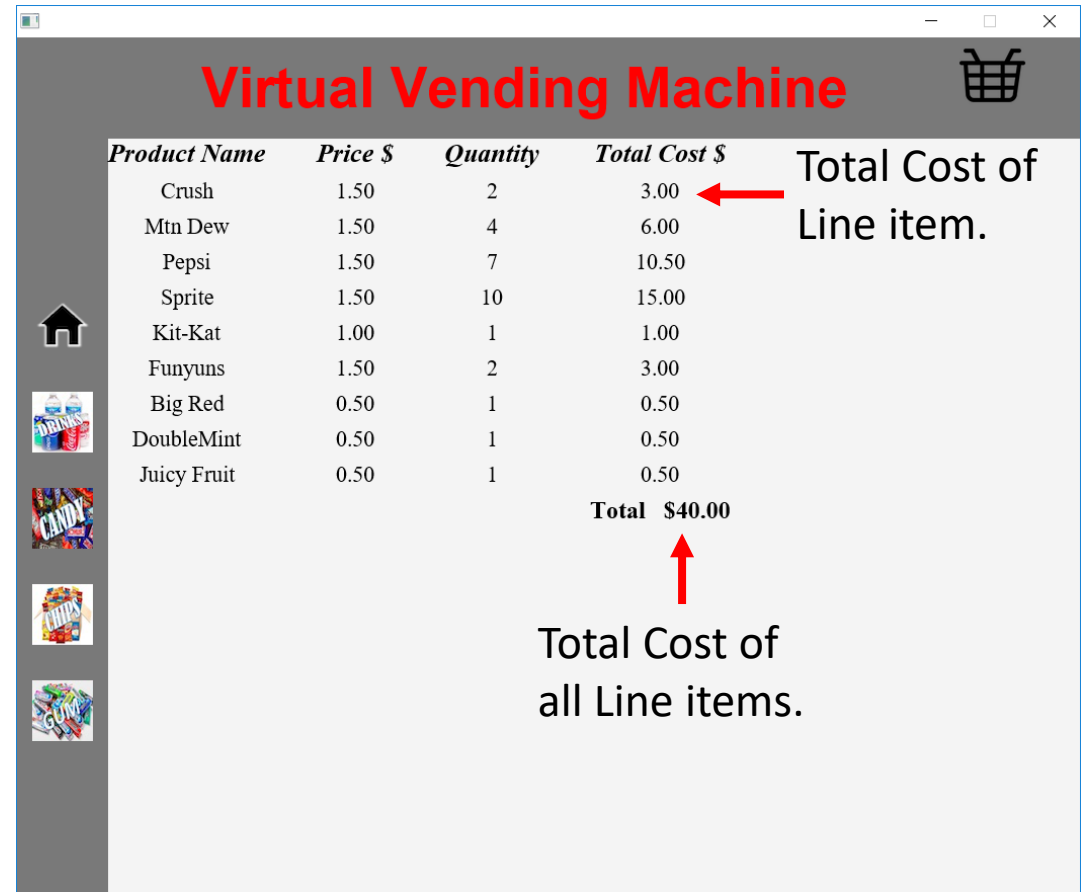
Stock Decreased

Quantity Increased

Items Added to Cart

# Order Review

- Each line item will have a total cost.
  - $\text{Item Price} * \text{Item Quantity} = \text{Item Total Cost}$
- The total purchase cost will also be displayed.
  - Sum of all line items.
- Items can be removed by going back to the category and setting the item to zero.



**Virtual Vending Machine**

Product Name	Price \$	Quantity	Total Cost \$
Crush	1.50	2	3.00
Mtn Dew	1.50	4	6.00
Pepsi	1.50	7	10.50
Sprite	1.50	10	15.00
Kit-Kat	1.00	1	1.00
Funyuns	1.50	2	3.00
Big Red	0.50	1	0.50
DoubleMint	0.50	1	0.50
Juicy Fruit	0.50	1	0.50
<b>Total</b>			<b>\$40.00</b>

Total Cost of Line item.

Total Cost of all Line items.

# ReadMe

- The purpose of this application is to be used as virtual vending machine. This week there was a use of panes to implement the application interface, and this is used to provide the user with additional information about the product. The product being any of the snacks such as chips, candy, drink, or gum. This application will also track changes in stock whenever the user changes an item quantity. When a user orders an item, it will be displayed in the cart. The cart will provide the order details such as item description, line item cost and a total cost of the order (sum of all line items).