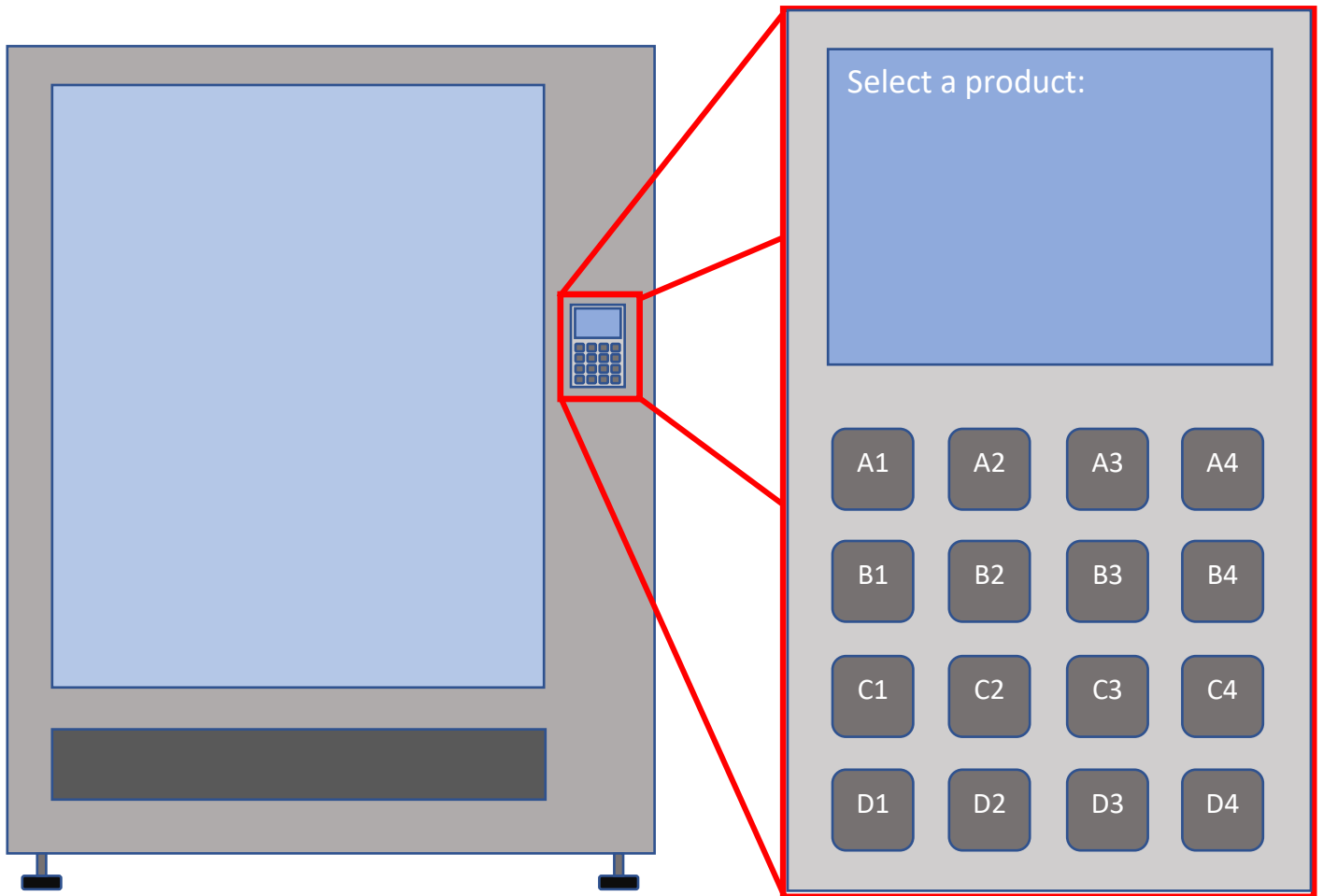


Name: Gary Davis, This is my work for CST-135.

This is a typical vending machine that would dispense some sort of goods, such as soda, snacks or ice cream. There will be an interface that the customer can access to select the desired product. The customer would typically see a whole vending machine for a product selection (see image below). However, I'll only be showing the user interface for this storyboard (zoomed image of UI).



Step 1: The customer will select the button associated to the product location of their choice. This example the customer selected B2.

Select a product:

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

The image shows a UI screen with a light gray background. At the top is a blue rectangular box containing the text "Select a product:". Below this box is a 4x4 grid of 16 buttons. Each button is dark gray with white text. The buttons are labeled A1 through D4. The button labeled "B2" is highlighted with a red square border.

Step 2: The UI will be updated with the product name, price and money added.

Product: Sprite  
Price: \$1.50  
\$ Entered: 0

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

The image shows the same UI screen as in Step 1, but the blue box at the top now contains three lines of text: "Product: Sprite", "Price: \$1.50", and "\$ Entered: 0". The 4x4 grid of buttons remains the same, with "B2" still highlighted by a red square border.

Step 3: The customer will add the money and the interface will update.

Product: Sprite  
Price: \$1.50  
\$ Entered: 1.50

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

This image shows a vending machine interface. At the top, a blue rectangular display area contains the text 'Product: Sprite', 'Price: \$1.50', and '\$ Entered: 1.50'. Below this display is a grid of 16 buttons arranged in 4 rows and 4 columns. The buttons are labeled A1, A2, A3, A4 in the first row; B1, B2, B3, B4 in the second row; C1, C2, C3, C4 in the third row; and D1, D2, D3, D4 in the fourth row. The buttons are dark gray with white text.

Step 4: Once the correct dollar value is reached, the product will be dispensed. If the customer didn't have exact change, the UI would display the return change.

Dispensing Sprite  
Change: \$0.50

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4

This image shows the same vending machine interface as in Step 3. The blue display area now shows 'Dispensing Sprite' and 'Change: \$0.50'. The grid of 16 buttons (A1-D4) remains the same.

Step 5: The UI will reset to the original interface.

The image shows a UI interface within a light gray rectangular frame. At the top, there is a blue rectangular area containing the text "Select a product:". Below this area is a 4x4 grid of 16 buttons. Each button is dark gray with rounded corners and contains white text. The buttons are arranged in four rows and four columns, labeled as follows:

A1	A2	A3	A4
B1	B2	B3	B4
C1	C2	C3	C4
D1	D2	D3	D4