Milestone 1

CST-135

Gary Davis

Summary

Create a storyboard of a vending machine dispensing system

- Display how the user will interact with the dispensing system.

Create a product UML

- Display the product variables
- Display the product methods

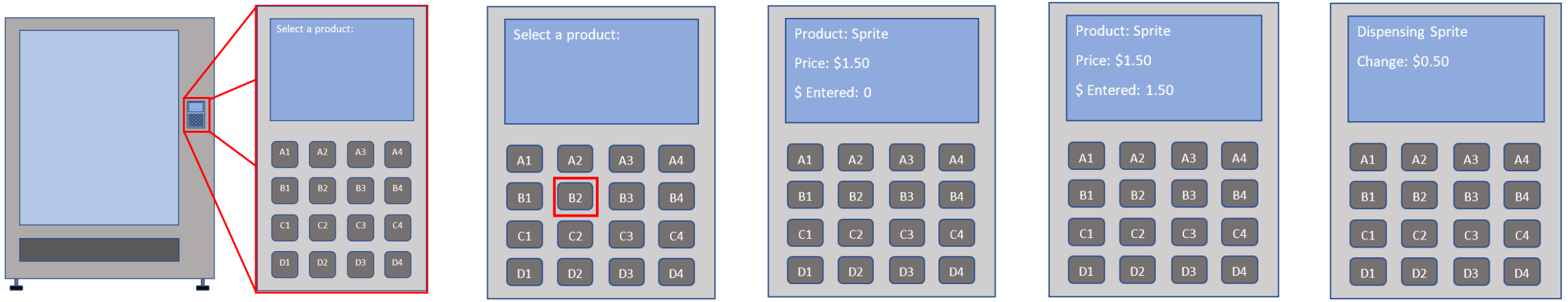
Create a dispenser UML

- Display the dispenser variables
- Display the dispenser methods

Create ReadMe file

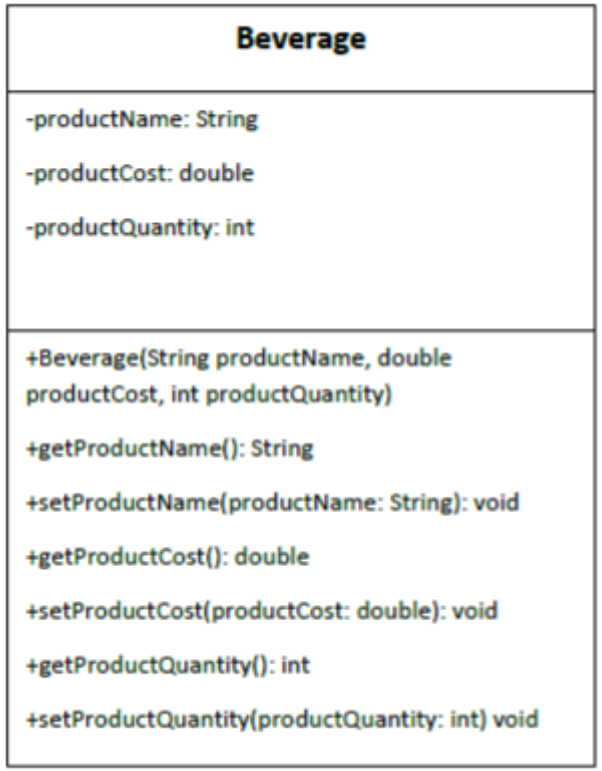
Storyboard Flow

Default Display → Customer Selection → UI Output Based on Selection → UI Output with Money Added → UI Output Dispensing and Change



Product UML

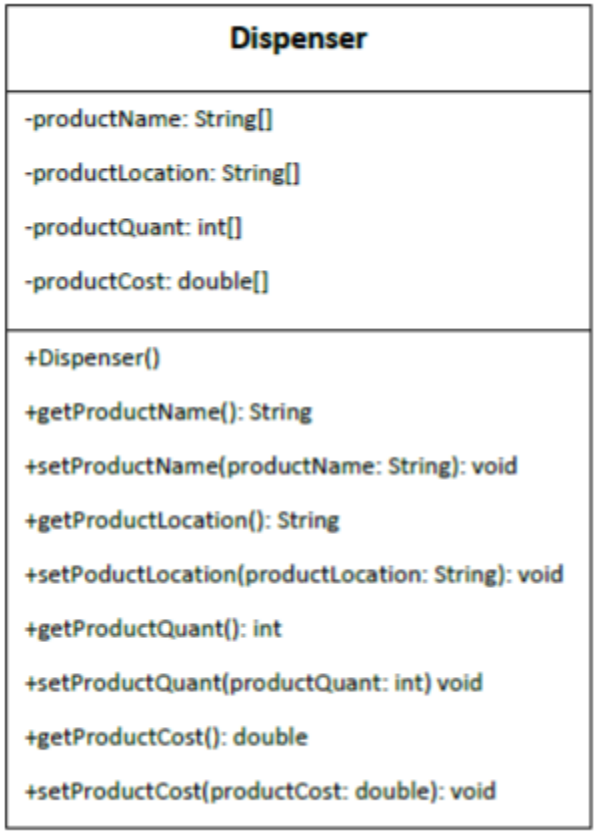
- Beverage Class Variables
  - Product Name
  - Product Cost
  - Product Quantity
- Methods
  - There will be setters and getters for the Name, cost and quantity



- Note: Only the setters can be accessed by the vendor.

Dispenser UML

- Dispenser Class Variables
  - Product Name Array
  - Product Location Array
  - Product Cost Array
  - Product Quantity Array
- Methods
  - There will be setters and getters for the Name, Location, Cost and Quantity



- Note: Once the customer selects the product button, the dispenser will display the required information on the UI/control panel

ReadMe

This application is designed for a vending machine dispensing system. As of now there are two classes, product and dispensing. The product class is configured for a product name, product cost and product quantity. The product objects created will be associated to the dispensing class. The dispensing class will hold all the information needed for the dispensing system. The dispensing system will hold all the information using arrays. The arrays used will hold the product name, product location, product cost and product quantity. Only the required information will be supplied to the customer in order to complete the transaction.