PES UNIVERSITY EC CAMPUS

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A Project Report On

**“VENDING MACHINE USING WALLET”**

Submitted in the fulfilment of the requirements for full credits on the course of

MICROPROCESSOR AND COMPUTER ARCHITECTURE

BACHELOR OF TECHNOLOGY IN COMPUTER SCIENCE ENGINEERING.

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**CONCLUSION: -**

* The main principles of a vending machine are fair simple, however, the top of the line machines are very complex.
* We found out that simple everyday machine takes a lot of engineering to design and build.
* The project taught us the main principles of the micro-controllers and how they are used in everyday machines that we take for everyday machines that we take for granted.
* In this we are not using any real currency for processing we are using online application connected to this machine for communication. Entire transactions will be done through the application, and which works basically on the principle of wallet.