USER MANUAL

Vending Machine
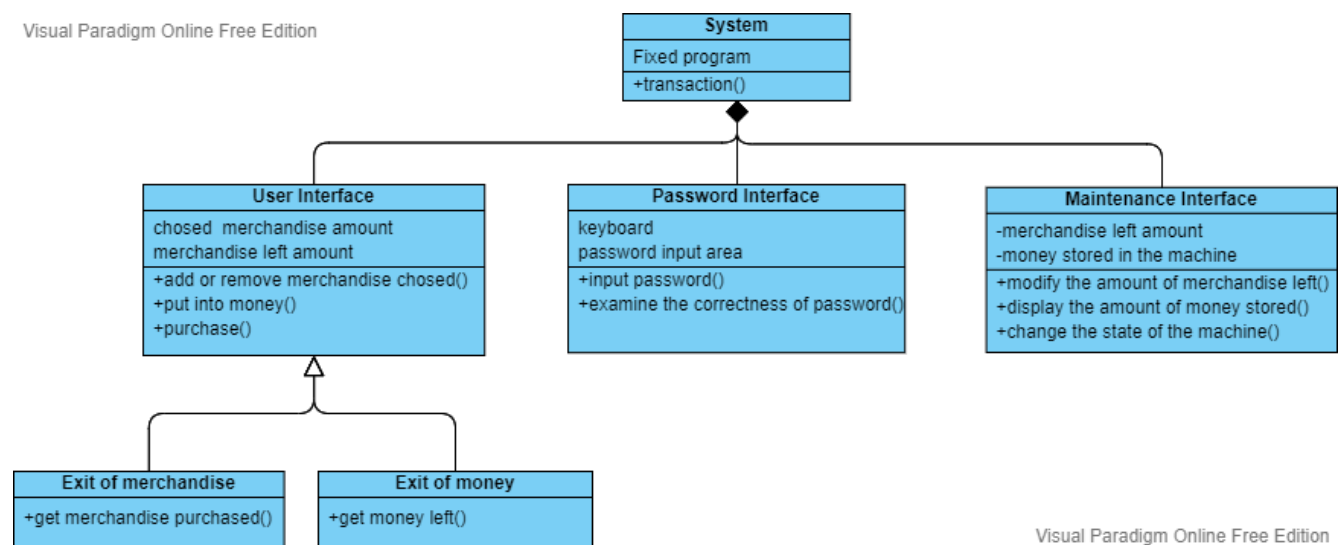
Team 7

Table of Contents

System Architecture

The system architecture is shown below:

User Manual

Main Interface

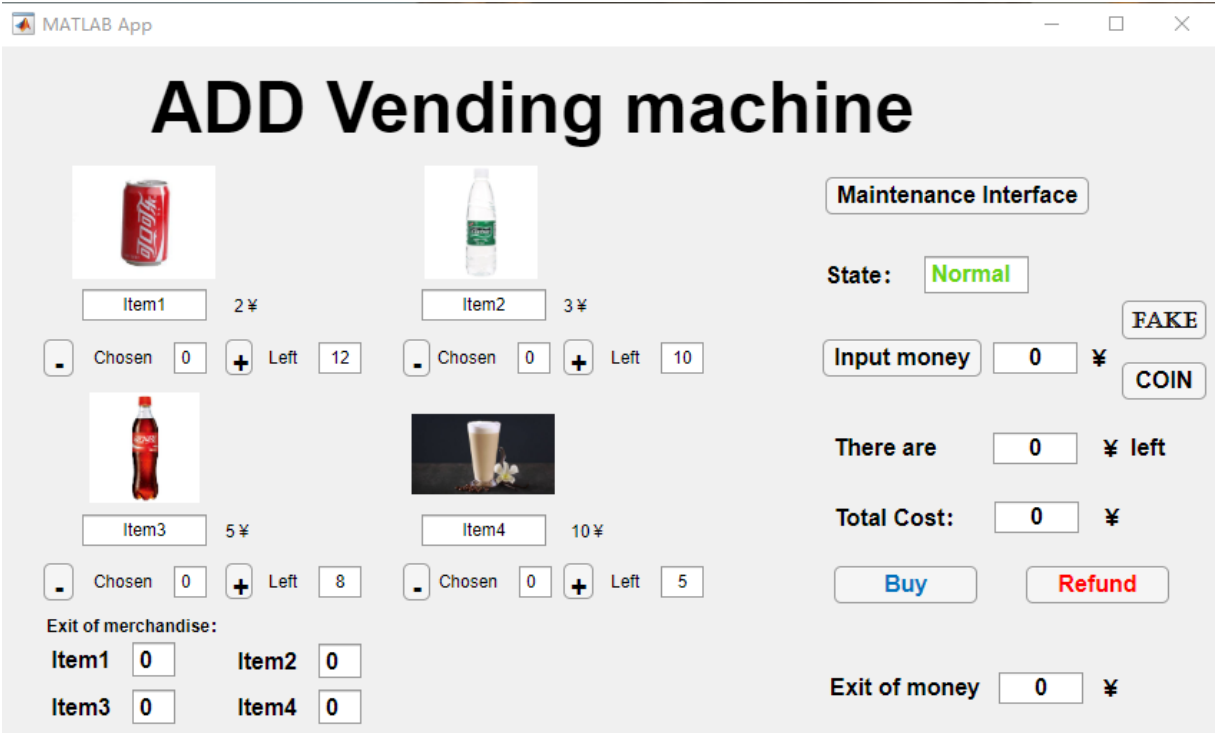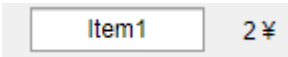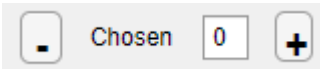The user will be first shown with a vending machine main menu (Figure 1):
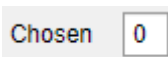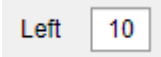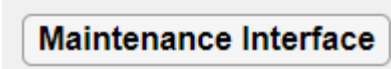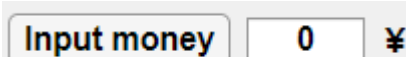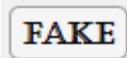

Figure 1

Main Menu Components

1. **Item1 2¥** "item 1,2,3,4" beneath the graphs denote the names of the four kinds of merchandise and the numbers beside them represent their prices.

2. **- Chosen 0 +** The "+" and "-" represent "add" and "reduce" operation for the amount of the chosen merchandise individually.

3. **Chosen 0** The numbers after the "chosen" sign represent the amount of the merchandise users have chosen currently.

4. **Left 10** The numbers after the "chosen" sign represent the amount of the merchandise left in the storage.

5. **Maintenance Interface** The "Maintenance Interface" button connects to the "Password Interface", if users input right password, they could enter the maintenance interface.

6. **Input money 0 ¥** The "Input money" button represents inputting bills in certain denomination.

7. **COIN** "COIN" button represents inputting 1 coin. **FAKE** And the "FAKE" button represents inputting fake money. (the fake money cannot be retrieved).

8. **State: Normal** The "State" box shows the state of the machine. If the state of the machine is error which is in red, it could not work. If it's normal, users can use it normally.

9. **There are 0 ¥ left** "There are … left" shows how money the user input is left. And it can be taken out at one time.

10. **Total Cost: 0 ¥** "Total Cost" shows the cost in all of the merchandise the user has chosen.

11. **Buy** "Buy" button represents processing the purchasing operation. After buying successfully the merchandise will be sent out from the exit of

merchandise.

Exit of merchandise:

Item1 0   Item2 0

Item3 0   Item4 0

11. **Refund** "Refund" button represents retrieving the money left at one

time. **Exit of money** 0 ¥

How to finish a buying operation

First, we should confirm that the state of the machine is "Normal".

Then we choose the amount of the merchandise we want by clicking the "+"

and "-" buttons under it.

After that we should input true money which should be larger than the

number shown in the "Total Cost" box.

And then we click "Buy" button, we will get our cargo from the exit of

merchandise. We click the "Refund" button to retrieve our money left.
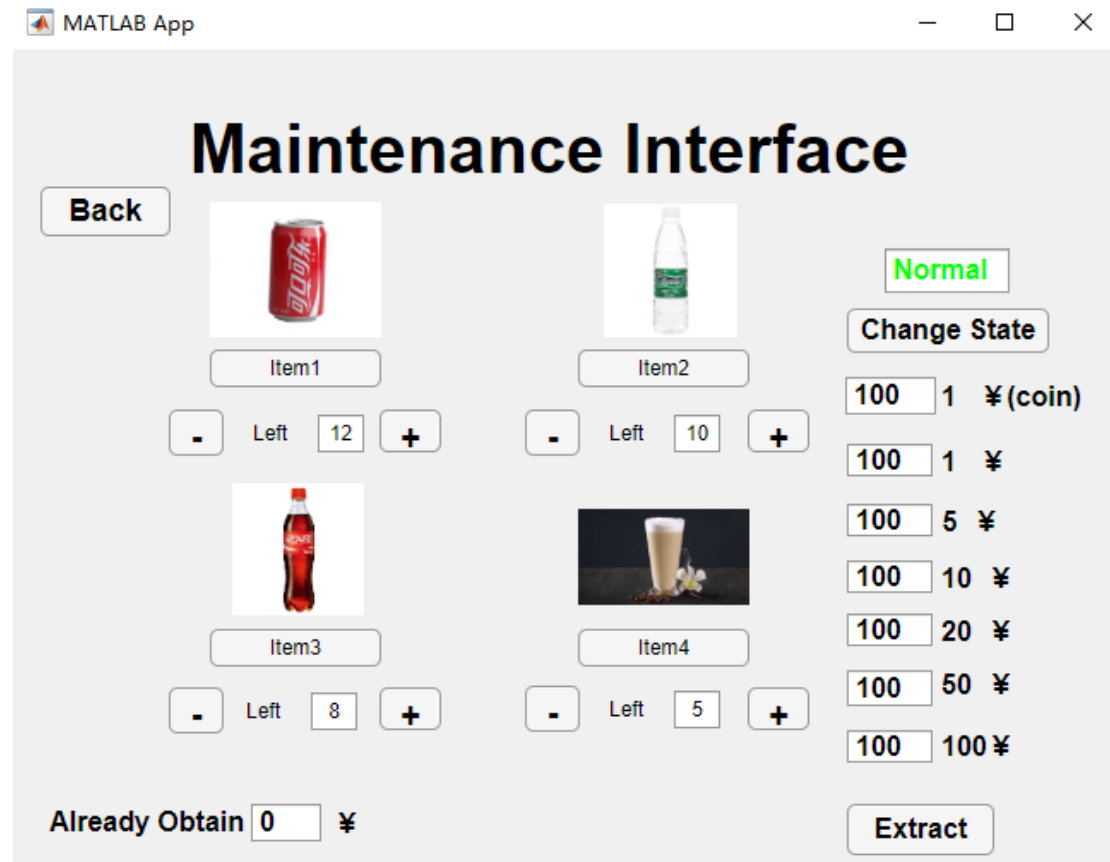
Password Interface
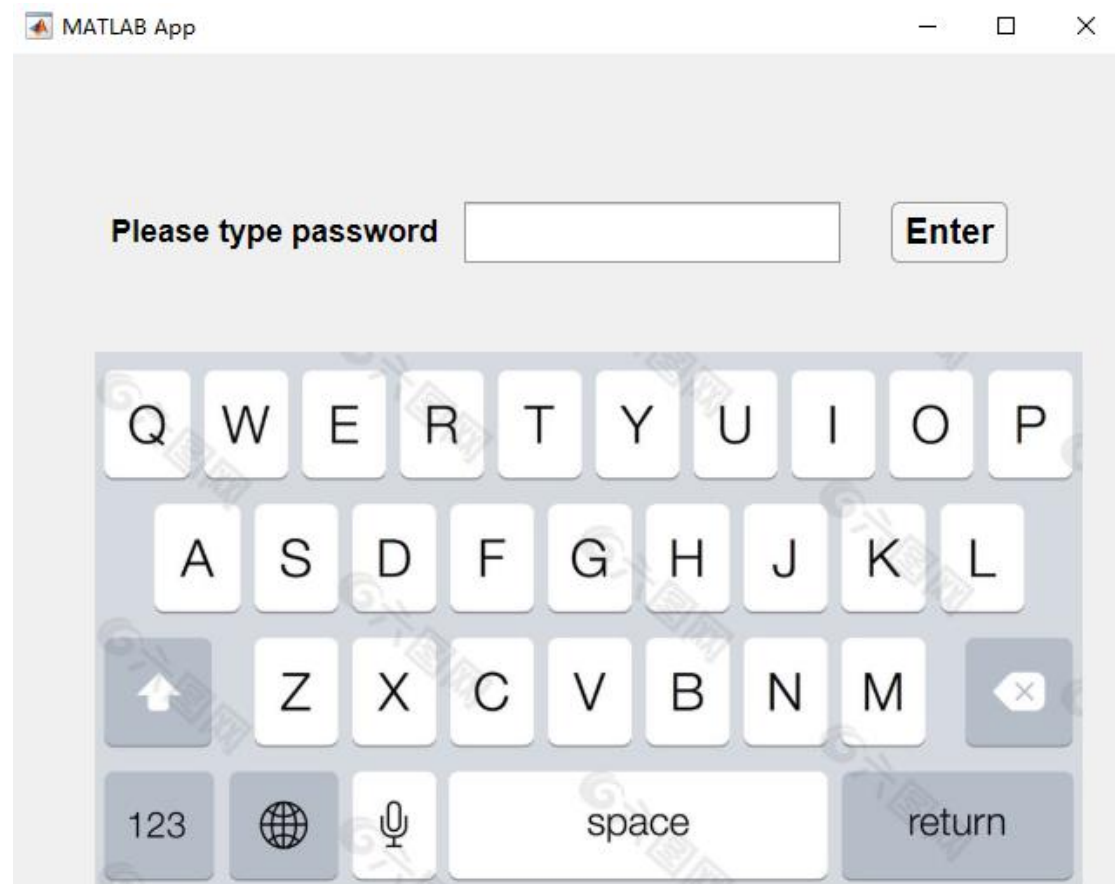
Main Menu Components

1. There is a keyboard in the password interface. User input the password by clicking the keyboard to enter the Maintenance Interface.

2. The "enter" button represents testing whether the password users input is right. **Enter**

Maintenance Interface

Main Menu Components

1. The maintainer could go back to the Main Interface via the "Back" button.

2. The maintainer could change the states of the machine between "Normal" and "Error" via the "Change State" button.

100	1 ¥(coin)
100	1 ¥
100	5 ¥
100	10 ¥
100	20 ¥
100	50 ¥
100	100¥

3. This represents the containers of money in different denomination. It has celling and floor. And there are 100 pieces of money in each denomination initially.

Already Obtain 0 ¥

4. It shows the amount of money the machine has already earned.

Extract

5. Clicking this button could retrieve all the money stored in the machine at one time.