Vending Machine- CST 135- PURPLE GROUP

The purpose of this project is to develop a vending-machine like application. Using object-oriented programming, our team will develop a product class, dispenser class, and a UI where a user can efficiently and easily order a product from the vending machine dispenser.

Code

Code will be developed with Java SE coding language using OOP techniques. JAVAFX will be used to generate the UI.

Screenshots

See storyboard for attached proposed flow and look of application.

Features

* UI with pictures/prices of each product to order
* Can see if a product is sold out
* Feature for admin to remove/add/restock products

How to Use?

Video tutorial will be developed at a later time.

Credits

Credit is given to our professor, textbook, and classmates for helping to learn the techniques necessary to develop this code.

Proposed Development Timeline

8 weeks

All work is from team members of the purple group- CST 135.