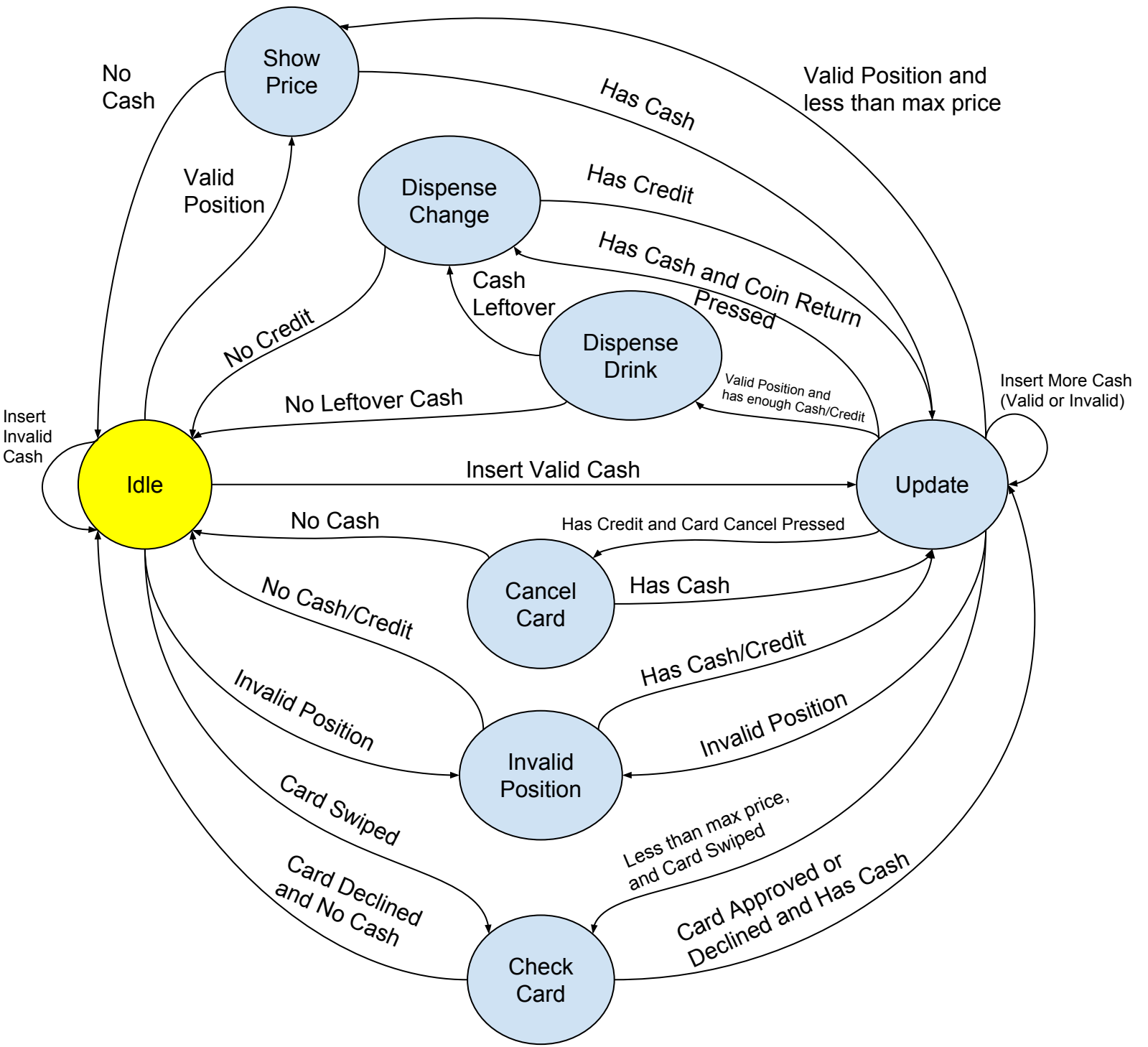


This assumes that the Card reader bills the card once swiped and approved. Also, this assumes if there is enough cash AND credit to buy an item, we use the CREDIT, and return the cash. And assumes if the user selects a position that is empty, we do NOT simply dispense from a different position of the same item. Does not allow for the user to swipe a valid card more than once. There is a max price calculated from the all the prices in the machine. We can assume coin return will always have enough coins.



Valid Position: A position that exists and has an item in it.

Invalid Position: Either incorrect input, a position that does not exists, or a position that does not have an item in it.

Cancel Card: Card Transaction Canceled, displays message, then goes to next state. Does not return any cash, but removes the max price credit from the total.

Check Card: Check Card if valid, displays "Checking Card..." then goes to next state.

Dispense Drink: Dispense drink. Shows "Dispensing..." then goes to next state.


Dispense Change: Dispense Change, returns the amount of cash in the machine (NOT credit!)

Invalid Position: Error Invalid Position, displays warning message, then goes to next state.

Idle: Starting Point, machine waits for input and displays Generic Message

Show Price: Shows the Price of the selected item. Waits here for set time, then goes to next state.

Update: Update Counter, machine displays the current amount of cash/credit available.



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Version: X