**Project Report: QuickVend**

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**GitHub Repository**: https://github.com/MoyyTech/MoyyTech/blob/main/FinalProject

**What has been completed:**

1. **Basic GUI Setup:**

I implemented a Tkinter-based vending machine simulation, I also adjusted the windows size, background color and their titles. I also created a dropdown menu for the user to be able to select products.

1. **Product:**

I added four products so users can use QuickVend, and I defined a dictionary to store product names and prices.

1. **Payment Process:**

I added a payment input field and made an error that is supposed to display if the amount is less than the price.

1. **Receipt window:**

I put a receipt window including product name, price, inserted amount so the client can see how much they spent and if they have exchange.

1. **Image:**

I upload one image for my vending machine, the image is an image of a vending machine so my app is attractive.

**Problems Encountered:**

1. **Input validation:**

Initially users could enter letters or symbols and even space for payment because the program lets users put letters or symbols or space when making a payment. I am working on it so I can change it.

**Next Steps**

I Will make sure that I add a function to make sure that the input is a valid number for payment. I will give the users an opportunity to cancel or confirm a purchase so they can decide whether they want it or not.