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| **Input** | **Process** | **Output** |
| Item Code (Keypad Interaction) | A set of 12 buttons (0-9, buy, clear) tied to internal JavaScript functions. The number keys change the code and the other two attempt to buy items and returns the money. | When a digit key is pressed, the said digit is added to the code and the code is then trimmed to 3 characters. When the buy button is pressed, some processes occur (see flowchart for details), and the item may be purchased. |
| Money Dragging and Dropping | When a particular image of money is dragged a function is run which passes through 1 parameter which is the value of the money itself, when said money is dropped in the slot the value of the last moved money is added to the money inside and subtracted from the wallet. | The display for money in the machine changes to suit the new amount as well as any currency you can no longer afford disappears from your wallet. |
| Admin Button Pressed | When pressed a prompt is opened where the value you insert is compared to the current password and if they are the same it will then toggle a class which expands the admin menu. | The admin menu will slide out if the correct password has been pressed and will show the admin buttons along with the X to close the menu. |
| Admin Stock Button (+ or -) | When pressed the currently selected item’s stock will either be decreased or increased based on the button clicked and will in turn change the value for that stock and will also display the new value next to the buttons. | When interacted with the value for the stock will change and display the new current number. |
| Admin Close Button | When pressed the X will toggle the same class as the admin lock and will slide the menu off screen. | The sliding menu will slide out of view. |