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| **Input** | **Process** | **Output** |
| Item Code (Keypad Interaction) | STANLEY FILL IN | STANLEY FILL IN |
| 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 input 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. |
| Wallet Pressed | When the wallet is pressed a function is run to toggle a class that will scale the wallet and money within it closer to the user. | Enlarged wallet that can be toggled back to normal. |
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