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| **Input** | **Process** | **Output** |
| Item Code (Keypad Interaction) | When the code is submitted through the pressing of the pay button the code is checked to see if it aligns with any items under than code and if so passes forward the name of the item, cost of the item and stock of the item. | The out put is the details of the items which can be used to make sure whether the purchase can be confirmed. It also allows for the image of the item to be produced if the purchase is successful. |
| 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. |
| Wallet Pressed | When the wallet is pressed a class is toggled on and off with JS that will scale the wallet and the items in it. | The wallet will grow and shrink as you press it. |

IPO Chart