I ask a lecturer if we were allowed to use GUI for the project and she said yes so I will try to configure the code to be implemented into a GUI. This is just for everyone to understand what has to be done and choose what they want to focus on but you can still contact one another to help each understand the part you are working on. Then we will have a meeting to make sure everyone understand what is going on in the program. You can start with a pseudocode or even just the java program because some people like different ways of starting but we do still need to show the pseudocode so you can base your pseudocode on the java program . Also what you do first does not have to be in the order of how I am representing it because we can still combine the programs later. This does not contain everything since I could have misses a few details

The Vending machine

Landing page

-Displays details of the vending machine like: name(maybe is name of vending machine),location(maybe it can be the entry if the office building or we give a fake location)

-check number of each item then displays items ,their codes and their prices and how many of each item there is.

-Prompts for code; if code matches the one of the item code then goes to customer menu or if the code matches the pin code goes to the owner menu

Customer menu option 1

Displays item details such as item name , price and tax(maybe) in the “cart”(hold the info on the items)

Prompt for quantity of item

Customer is prompt for if they want to purchase additional items or no additional item

Addition items – displays items and it’s details and prompts for item code then when item code is entered the item details is add to a “cart” and the customer is prompt for quantity of item and then ask customer if they want to purchase additional items(repeat process) or no additional items .

No addition items – calculate total cost of the items(item\*quantity for all items ) then display total cost then prompt customer for the money then calculate

change then check if there enough are notes and coins in the machine or not enough

If there is enough – check which notes and coins are been used to give change and update the data of the number of each note and coins for the owner menu then display a receipt that has details of the items and their quantity with the total cost , change and can add more details to make it look better(?) as well as output the change.

If not enough – Displays error message and message to inform any employee of the office building about the error and returns money received.

Customer menu option 2(more aimed towards using the GUI)

Checks for updates for the owner menu

Display items ,their prices and amount available(stock)

User can click on the item and the item appears on the cart section(can be done multiple times)

User clicks on the done button to go into the cart section for the user to indicate the quantity of item based on the stock of the item by use arrows

User then click one done button to receive a display of total cost and be prompt for the money

Calculates the change and check if there is enough notes and coins for the change

Displays/print out receipt with details of the items such as price ,name ,quantity ,total cost with other detail : change ,probably details of the vending machine , date(?)

Owner menu

Prompt user for an additional security pin to access the menu

Displays message to indicate the user if there are items lower than 25 stock and if there are notes and/or coins that need to be restocked and print out exactly they are.

Display item Stock and prices and display total amount of money in the vending machine and the amount of notes and coins from the total amount of money

A button to allow the user to restock items and money and the ability to change the prices of the items.

A button for a menu to appear so the user can indicate how many notes the user wants to cash out based on the total amount in the vending machine