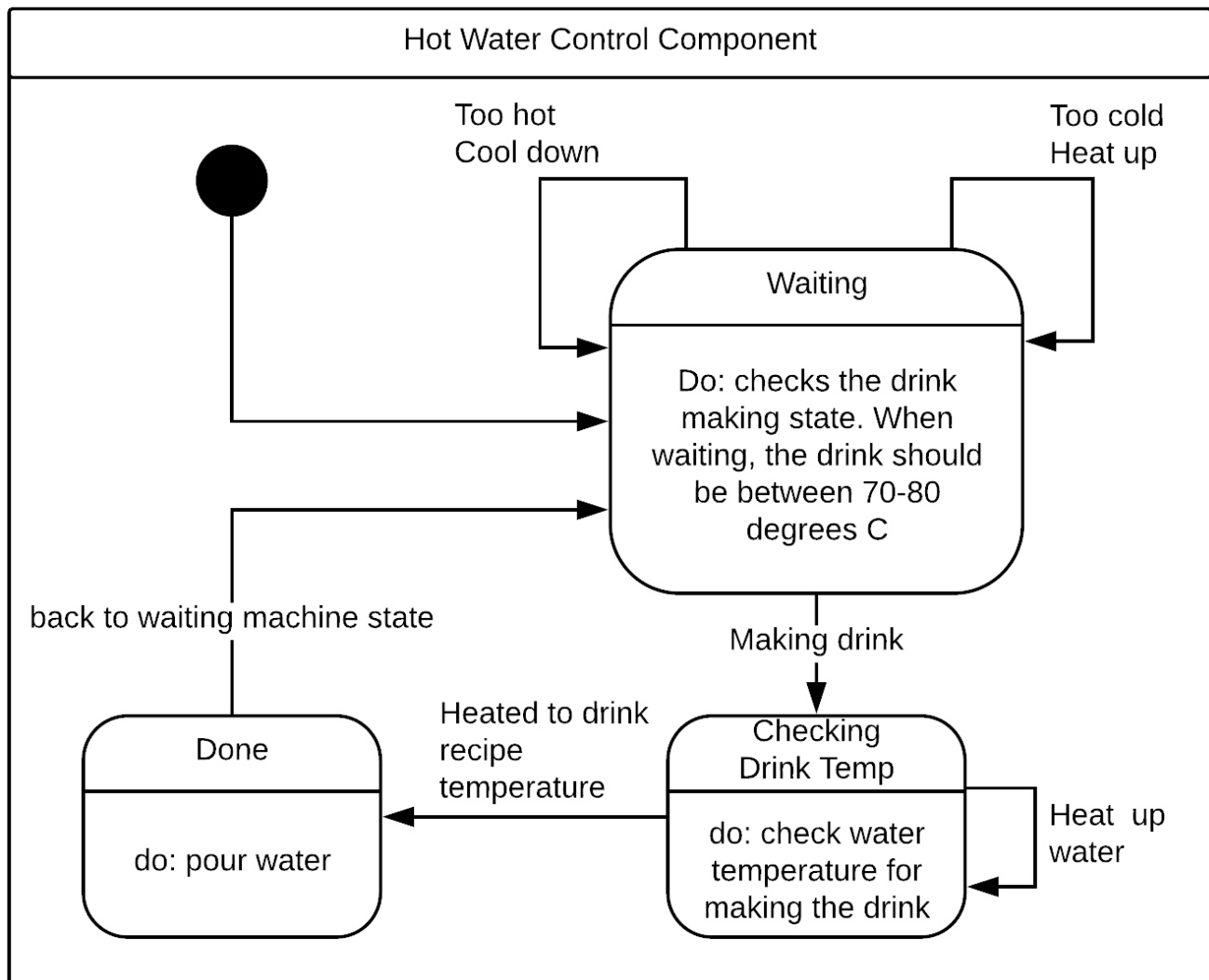


Stimulus	Description
Waiting	Waits for the user's action
Increase Balance	Increases the balance of the user when they input a coin
Balance Check	If the balance is greater than 0 then should return coins
Dispense	The machine dispenses the highest coin possible to the user.



Stimulus	Description
Done	The heater has gone to the sufficient temperature and now is ready to pour the water. The machine then returns to its idling state until the next user wants to
Checking Drink Temp	Checks if the drink temperature is optimal before it starts to pour
Waiting	This is the IDLE state. The machine's water temperature checks if it is between 70-80 degrees c. If it is too hot, it turns the heater off. If it is too cold, it turns the heater on. It leaves this state when the user starts to make a drink.