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# Introduction

## Everyone

\*\*\*If Anyone has Experience with the swing Library and would like to help implement the GUI Please Let me Know as Soon as Possible as i would like to try to get some more support for that Part of the Project.

**If you have any Questions or complaints just message me in the Slack Channel and I will reply as soon as possible.**

For those applicable: when writing code sections try to test to make sure that they work properly, divide your sections of tests using

```
/**NAME, PURPOSE
```

```
/**END
```

There will be someone responsible for looking over the test cases to assure they cover something reasonable, and add more if need be. Each individual who's working on a coding component should add some sort of test methods to the test suite. Ideally we will have satisfactory coverage/usage of the project and thus meet the requirements.

Try to read over every individuals job posting, if you feel somethings been missed, you really want to do something, or you cant do something please make it known as early as possible, and I will try to fix it.

**Please try to finish any coding sections prior to Friday afternoon so any problems that arise can be dealt with at that point, and those who partially rely on your portion of the assignment can comfortably finish their sections.**

# GUI

## Victor

Aside from overhead, monitoring progress on github:

- Implementation of the GUI
- Cleaning up the product, integrating the all parts of the Vending machine.
- Testing the Functionality of the GUI

## Brett

Lead Designer, Most Paperwork will probably be delegated to you sorry

- Following the Model, View, and Controller design scheme, Map out how the GUI will communicate to the Hardware
- Make sure the implementation Follows the Design scheme
- Propose different designs and ideas for the vending machine. Keep in mind the Designs for the Config Panel and determine if they are ready to implement.

## Tariq

Book Keeping

- Watch the discussion forums, to see if Mr. Client says anything concerning or adds any new requirements make sure everyone is notified as soon as possible.
- Aid in testing of the GUI to see if there are any major errors in the Simulation
- Update the current Listeners and eventual new Listeners to write to the Event Log for each interaction with the vending Machine. ie, locking, unlocking, price changes, payments etc.

# Configuration Panel

## Mahsa

- Try to implement the logic for the Configuration panel, for now it seems to just be able to change the prices of the Pops.
- create codes for the panel that perform different commands as needed. ie. Different codes to change the Price of a certain pop rack.
- an Interpreter for the input to the Panel, basically a code legend.

## Bob

- Design a Configuration Panel to be added to the GUI, if possible Map out how the Panel communicates with the GUI. You don't need to implement it, Draw out a design and Send it off to Brett, if the design works the GUI Division will implement it. the design should follow the requirements in the code. Ask if you dont know
- Set up the Hardware for the Panel ie. registering the button and listeners, etc.

## Zia

- Aid Mahsa with the implementation of the Configuration Panel, in particular Handle the internal display of the Panel.
- Adjust the current machine to use the built in hardware Lock in conjunction with enable and disable so the technician can access the Panel Safely.

# Modes of Payment

At the moment we are lacking, the new hardware needed for these new Types of payment, but it should be possible to design the logic that these will follow

## Ryan

- Determine the Constraints of using Mixed Payments. ie. coins before card
- implement the logic to Accept mixed Modes of Payment

## Cynthia

- Implement usage of card Payment, Debit/credit, though unspecified try to implement them through tap.
- Should be able to check balance, and determine if the account has enough funds to buy a pop. Check if the Card used is Valid or invalid.

## David

- ~~Implement the Machine to use Bitcoin Somehow~~
- Determine How to Provide Future support for Bitcoin, or any other possible types of payment.
- if this isn't really feasible i'll probably move you to another div. to Help Implement that