# Iteration 4

Goal for an Iteration 4 is

* Drag and drop coin into coin dispenser
* After dragging and dropping coin calculates total amount
* Add sound effect on adding coin
* Buy and Cancel button
* Unitest

|  |  |  |
| --- | --- | --- |
| Task | Planned time to spent | Actual time |
| 1.Research | ½ Hour | ½ Hour |
| 2.Plan / Analyse | ½ Hour | ½ Hour |
| 3.drag and drop coins | 2 Hours | 2 Hours |
| 4.Images, style | ½ Hour | ½ Hour |
| 5.Unitest | 1 ½ Hours | 1 ½ Hours |
| 6.Sound effect | 1 hour | 1 hour |
| 7.Buy and Cancel buttons | ½ Hours | ½ Hours |
| Total: | 6 ½ Hours | 6 ½ Hours |

Class diagram

A picture containing diagram

Description automatically generated

Sequence diagrams for a customer and manager

A picture containing diagram

Description automatically generated

## Working Process

before

Graphical user interface

Description automatically generated

AfterGraphical user interface, application

Description automatically generated

# Unit tests

All tests passed

Text

Description automatically generated

# Evaluation

## Code validation of Vending Machine.

Text

Description automatically generated

Insignificant errors appeared when I was testing my code

HTML validation

Background pattern

Description automatically generated

# Plan vs Actual process

Unitest have been made for all iterations. All coins are now draggable and droppable. Value of a coins after it have been dragged and dropped calculates correctly in 10 cents coins. Sound effect on dropping coins have not been added, it took me too long and still have not finished .Buttons buy and cancel are in use now. Design is very poor and needs some work. Next Iteration I will focus on design HTML, CSS, sound effect. Position coins and dispenser on a right place.

## Performance review

The work that I have done over the past 3 weeks has improved and increased the performance of vending machine. Buy and cancel button are now in use. Customer can select product and then push a buy to buy it, change will be given, or choose to cancel it and all money will be given back. Coins are draggable and droppable, all values save are saved in buffer coins.

For the next iteration there is still design to do, couple tests(maybe) and sound effect on drop.

In conclusion I would like to add that this iteration went according to the plan, which is very positive side for me. POMODORO technique still in a use. Every 25 minutes a take a small brake for a water and to give a rest to my eyes.