APS 145   
  
PSEUDOCODE LOGIC 2   
GROUP 3 MEMBER 5  
  
  
WORKSHOP 6

Main Function ()  
1. Start  
2. Declare Variable :   
 slot= Product,slotID=ProductID,  
 Quantity,Correct\_button,Enter\_key,  
 Pay\_button,Cancel\_button, enable=1, disable=0,Row,Column  
3. Define VendingMachineStructure ,

States :   
 Power-on\_State,Power-   
 off\_State,Ready\_State,Active\_State,Payment\_State,Cancel\_State

Hardware\_State,Software\_State.  
  
4. Display Vending Machine :   
 Select an option to continue :   
 1. Power-on\_State,  
 2. Power-off\_State  
 3. Ready\_State  
5. Read user entered option   
6. Check if option == 1   
 Proceed to Power-on\_State

Hardware\_State = 1

Software\_State = 1  
 7. Check if option == 2

Proceed to Power-off\_State

Hardware\_State = 0

Software\_State = 0  
 8. Check if option == 3   
 Proceed to Ready\_State

Hardware\_State = 1

Software\_State = 1  
 Display Ready\_State;   
 Select an option to continue :   
 Press ‘A’ : To start an new transaction session  
 Press ‘B’ : To Cancel the Current Session .  
  
9. Check user option   
10. If User Presses ‘A’   
 Call Function ActiveState  
11. If User Presses ‘C’   
 Call Function CancelState   
12. End   
   
  
  
  
# Function ActiveState   
   
 1. Start   
 2. Ask user to choose Product  
 3. Prompt user to enter ProductID by entering Row and Column  
 4. if Row >= 'A' and Row <= 'Z':   
 yes, go to step 5

Else   
 no, go back to step 2

5. if Column >= '0' and Row <= '9':   
 yes, go to step 5

Else   
 no, go back to step 2  
   
 6. Store the value in ProductID  
 7. Prompt user to ask for Quantity   
 8. Check if entered value ranges between 1-9  
 9. Store the value in Quantity

10. Check if correct\_button is pressed   
 i ) yes, set Quantity=0  
 Go back to step 7  
 ii ) no, go to next step  
 11. Prompt the user to press Enter\_key  
 12. Check if selected Product and entered Quantity is in stock   
 i ) yes, go to step 13  
 ii ) no, Activate Cancel\_State  
 13. Ask user if he wants to buy any other product.  
 i ) yes, go to step 2  
 ii ) no, go to step   
 13. Display Itemized on-screen session transaction details.  
 14. Prompt user to press Pay\_button.  
 15. Activate Payment\_State  
 16. End   
  
  
# Function CancelState   
  
1. Start   
2. Check if Cancel\_button pressed or Cancel\_State activated   
 i ) yes :   
 Set Product\_ID=0,Quantity=0.  
 ii ) no :   
 Go to step 2.  
3. End.