Coffee Machine Program Requirements

**1. Prompt user by asking “Which option would you like to select”?**

***Coffee*:- Prompt user by asking “What would you Like” (Latte/ Espresso/ Cappuccino).**

* Check the user’s input to decide what to do next.
* The prompt should show every time action has completed, e.g., once the drink is dispensed. The prompt should show again to serve the next customer.

***Feedback***:- **Prompt user by asking their name, rating (out of 5), and suggestions**.

* Whenever the owner uses the “Owner access" option, he/she can view all the feedbacks given by the customers.

***Owner access***:-  **Prompt the owner by asking the system password.**

* If the password is entered correctly then the owner can view the complete report of the ingredients left and the total amount collected in the machine.

**E.g.:**

Water: 100ml Milk: 50ml Coffee: 76g Money: 25

* The owner can view the feedbacks given by the customers.

***Exit***:- **To turn off the coffee machine select Exit option.**

# 2. Check resources sufficient?

* + When the user chooses a drink, the program should check if there are enough resources to make that drink.

**E.g.:** If Latte requires 200ml water but there is only 100ml left in the machine. It will not continue, to make the drink but print: “Sufficient ingredients are not available. Sorry for the inconvenience”.

* + The same should happen if another resource is depleted, e.g., milk or coffee.

# 3. Process coins.

* + If there are sufficient resources to make the drink selected, then the program ask the user to pay through Cash/ UPI/ Swipe card.

# 4. Check transaction successful?

* + Check that the user has inserted enough money to purchase the drink they selected

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**E.g.:** Latte cost 20, but they only inserted 10 then after counting the cash the program will say “Sorry that's not enough money. Money refunded.”.

* + But if the user has inserted enough money, then the cost of the drink gets added to the

Machine as the profit and this will be reflected in Owner access option.

**E.g.**

Water: 100ml Milk: 50ml Coffee: 76g Money: 20

* + If the user has inserted too much money (**e.g.:** 40), then machine return the change.

**E.g.:** “Refundable amount: 20

# 5. Make Coffee.

* + If the transaction is successful, then the ingredients to make the drink should be deducted from the coffee machine resources.

**E.g.:**

Report before purchasing latte:

Water: 300ml

Milk: 200ml

Coffee: 100g

Money: 0

Report after purchasing latte:

Water: 100ml Milk: 50ml Coffee: 76g Money: 20

* + Once all resources have been deducted, tell the user :

“Here is your coffee. Thanks for using our service.