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Vending Machine Storyboard Diagram

User

Vending System

User should enter money

User should enter selection

Machine displays price

Machine displays item quantity

If quantity > 0, dispense and subtract 1 from quantity

If equal to 0, display "pick something else"

Reset for new user data
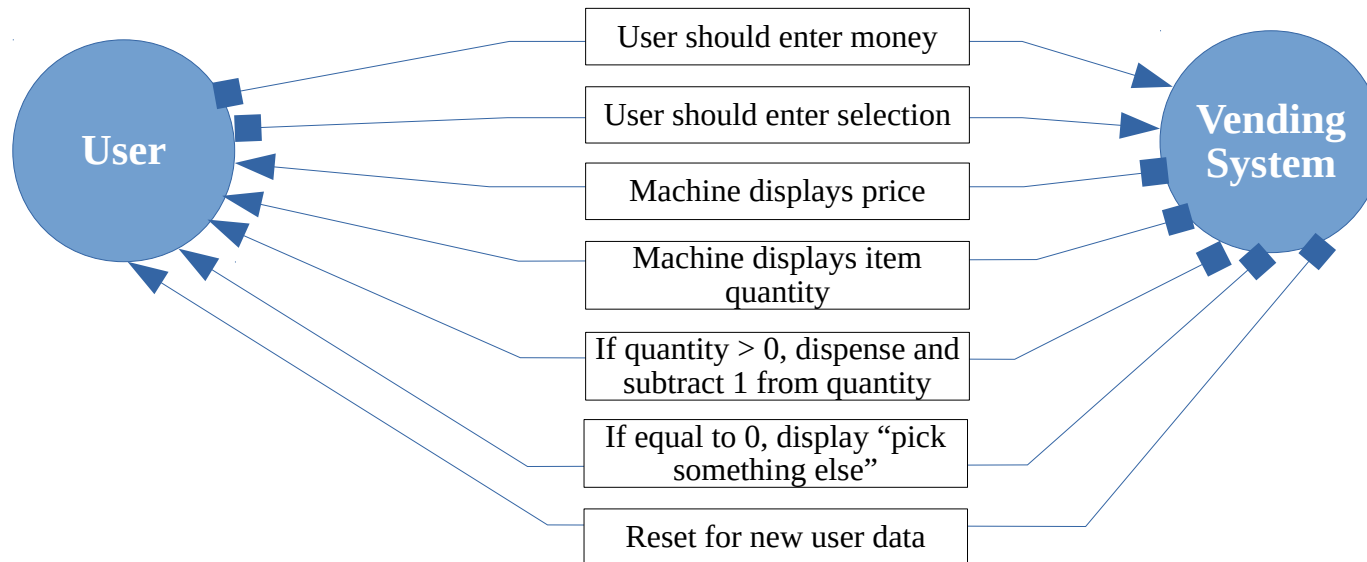
vendingMachine
- Attributes
  - columnSize constant
  - numberColumns constant
  - columnArray[numberColumns, columnSize]
  - columnID[numOfColumns]
  - columnPrice[numOfColumns]
  - columnSnackCount[columnSize]
- Methods/Functions
  - vendingMachine()
  - dispenseItem()
  - checkMoneyInput
- item
  - Attributes
    - Price: double
    - Name: string
  - Methods/Functions
    - Item()
    - -getPrice()
    - +setPrice()
    - -getName()
    - +setName()