

Coffee Machine Project

File organization project

Introduction:-

The Coffee Machine System project is designed to provide users with an excellent and convenient coffee consumption experience. This system aims to offer an easy and fast way to make a variety of coffee beverages, including espresso, cappuccino, latte, regular coffee, and more, with just a single button press.

Overview:-

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About Us:-

- Omar Khattab
- Mairam Yasser
- Omar Hatem
- Omar Sayed
- Hadeer Hany

Project stages:-

1. Design
2. GUI
3. File code
4. Testing
5. Presentation

Tools and technologies:-

1.Jira project management

Jira is a proprietary product developed by Atlassian that allows bug tracking, issue tracking and agile project management.

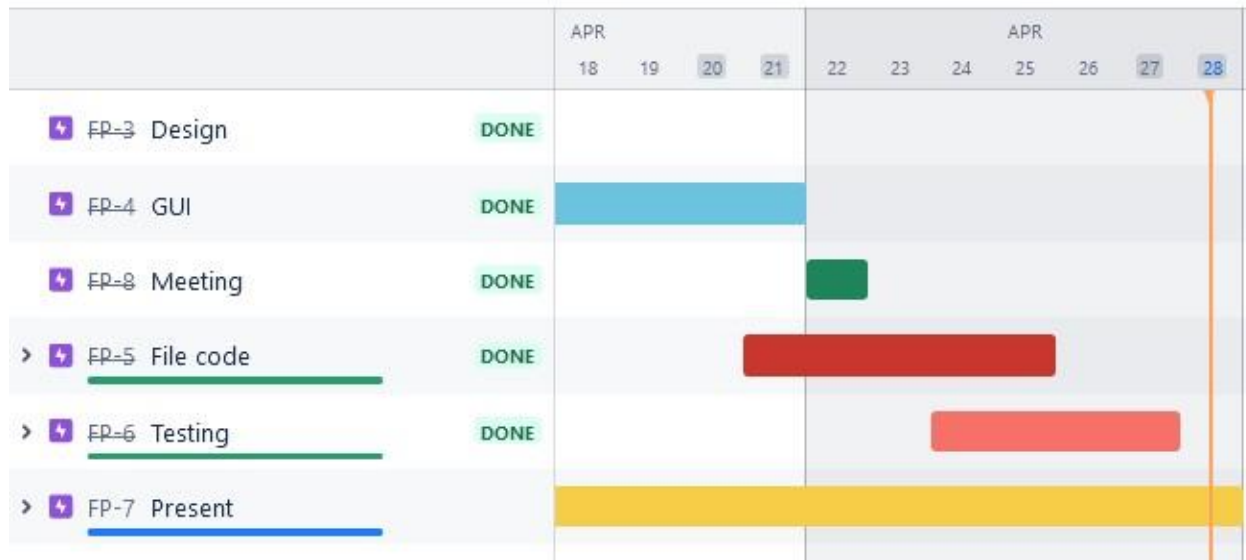
2.Github

GitHub is a developer platform that allows developers to create, store, manage and share their code. It uses Git software, providing the distributed version.

3.C#

C# is a general-purpose high-level programming language supporting multiple paradigms. C# encompasses static typing.

Timeline:- on jira



Design

Omar Kattab - Mairam Yasser

GUI

Mairam Yasser- Hadeer Hany

File code

Omar Kattab-Omar Sayed-Omar Hatem

Testing

Omar Kattab-Omar Hatem

Presentation

Omar Hatem

Coffee Machine Program Requirements

1. Prompt user by asking “What would you like? (espresso/latte/cappuccino):

- a. Check the user’s input to decide what to do next.
- b. 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.

2. Turn off the Coffee Machine by entering “off ” to the prompt.

- a. For maintainers of the coffee machine, they can use “off” as the secret word to turn off the machine. Your code should end execution when this happens.

3. Print report.

a. When the user enters “report” to the prompt, a report should be generated that shows the current resource values. e.g.

Water: 100ml

Milk: 50ml

Coffee: 76g

Money: \$2.5

4. Check resources sufficient?

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

b. E.g. if Latte requires 200ml water but there is only 100ml left in the machine. It should not continue to make the drink but print: “Sorry there is not enough water. ”

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

5. Process coins.

- a. If there are sufficient resources to make the drink selected, then the program should prompt the user to insert coins.
- b. Remember that quarters = \$0.25, dimes = \$0.10, nickles = \$0.05, pennies = \$0.01
- c. Calculate the monetary value of the coins inserted.
E.g. 1 quarter, 2 dimes, 1 nickel, 2 pennies
$$= 0.25 + 0.1 \times 2 + 0.05 + 0.01 \times 2 = \$0.52$$

6. Check transaction successful?

a. Check that the user has inserted enough money to purchase the drink they selected.

E.g Latte cost \$2.50, but they only inserted \$0.52 then after counting the coins the

program should say “Sorry that's not enough money. Money refunded. ”.

b. 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 the next time “report” is triggered. E.g.

Water: 100ml

Milk: 50ml

Coffee: 76g

Money: \$2.5

c. If the user has inserted too much money, the machine should offer change.

E.g. “Here is \$2.45 dollars in change.” The change should be rounded to 2 decimal places.

7. Make Coffee.

a. If the transaction is successful and there are enough resources to make the drink the user selected, 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: \$2.5

b. Once all resources have been deducted, tell the user “Here is your latte. Enjoy!”. If latte was their choice of drink

GitHub Repo

Umar-Khattab Final Changes		651bed6 · last week	🕒 31 Commits
📁 DataAccess	added the TextFileDatabase.cs that allows us to deal with...	2 weeks ago	
📁 GUI	Added the ability to get a report about the sold items an...	last week	
📁 Properties	user form gui	2 weeks ago	
📁 Resources	user form gui	2 weeks ago	
📁 Resources	Final Changes	last week	
📄 .gitattributes	Add .gitattributes and .gitignore.	2 weeks ago	
📄 .gitignore	Added the ability to get a report about the sold items an...	last week	
📄 Admin.cs	Final Edits	last week	
📄 CoffeeMachineSystem.sln	Add project files.	2 weeks ago	
📄 Program.cs	Final Changes	last week	
📄 README.md	Create README.md	2 weeks ago	
📄 SalledItems.cs	Final Edits	last week	

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project

