**Requirements:**

* The vending machine requires 15 cents to release a can of soda.

***Conditions***:

* **When initial state No\_Coin == “Active”.** (No coin has been received or no coins are left)
* If a Nickel Coin is received (Coin == 1), => Soda = 0, Nickel\_Coin = “active”.
* If a Dime Coin is received (Coin == 2), => Soda = 0, Dime\_Coin = “Active”.
* **When Nickel\_Coin == “Active”.** (A nickel was received)
* If another Nickel Coin is received (Coin == 1), => Soda = 0, Dime\_Coin = “Active”.
* If a Dime Coin is received (Coin == 2), => Soda = 1, No\_Coin = “Active”, Coins are banked.
* **When Dime\_Coin == “Active”.** (A dime was received)
* If a Nickel Coin is received (Coin == 1), => Soda = 1, No\_Coin = “Active”, Coins are banked.
* If a Dime Coin is received (Coin == 2), => Soda = 1, Nickel\_Coil =”Active”, Coins are banked.