

# Finite State Machine (FSM) Vending Machine — State Diagram

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**Board:** Digilent Nexys A7 (Artix-7 100T, XC7A100T-1CSG324C)

**Tools:** Verilog HDL, Vivado Design Suite, draw.io / Visio (diagram)

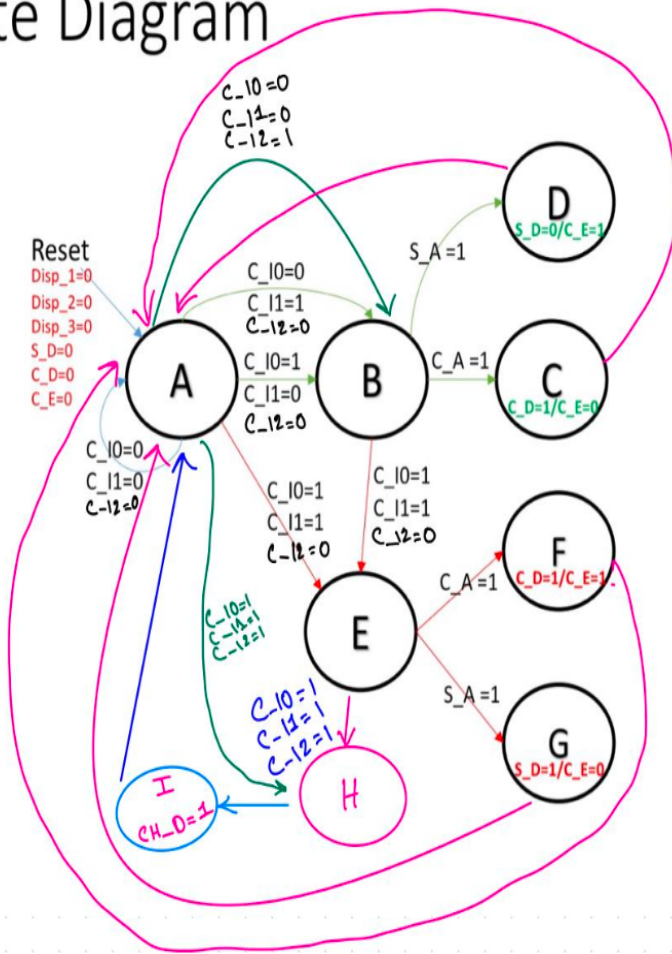
## Highlights:

- Full FSM for coin-based vending: **\$0.25 → \$0.50 → \$0.75**
- Products: 🍬 Candy (\$0.25), 🥤 Soda (\$0.50), 🍟 Chips (\$0.75)
  - **Combo switch** logic at \$0.75
- Explicit **IDLE**, **credit accumulation**, **dispense**, and **reset** paths
- Hardware-verified on FPGA; timing confirmed via simulation

## Diagram Notes

- Moore-style outputs for stable LED indications
- Transitions guarded by coin input / combo / reset
  - Invalid inputs return to safe state

## State Diagram



## Inputs

- chip-assertion (C\_H\_A)
- soda-assertion (S\_A),
- candy-assertion (C\_A),
- coin-insert (C\_I0),
- coin-insert (C\_I1).
- coin-insert (C\_I2)

### Outputs:

- LED: soda-dispense (S\_D),
  - LED: candy-dispense (C\_D),
  - LED: coin ejection (C\_E),
  - 7-seg Display: price (S\_P):candy price (C\_P)/soda
    - Disp\_1= amount 1<sup>st</sup> digit
    - Disp\_2= amount 2<sup>nd</sup> digit
    - Disp\_3= amount 3<sup>rd</sup> digit
- (Example: 0.25)
- LED: chip-dispense (CH\_D)