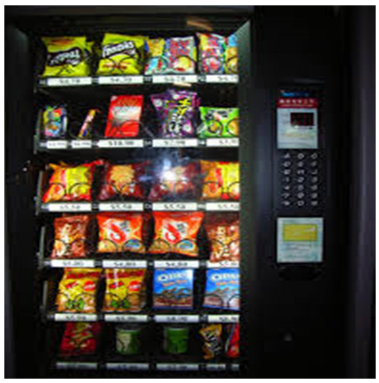
Synopsis Report

Vending Machine System

Introduction:



A vending machine is an automated machine that provides items such as snacks, drinks, biscuits, sweets, sandwitches and lottery tickets etc. to customer after money coins or credit card is inserted into the machine. This system is basically designed for customer service of any shopping mall, utility store, fun land or play land etc.

Objectives:

This system is for the ease of the customer to save his and salesmen time. In foreign countries many shopping malls or Pharmacies also keep an outside machine for after-hours access.

Features of Project:

The main features of this project are as follows:-

- ✓ Customer select the items from the menu which he wants.
- ✓ The selected item is given out from the machine to customer.
- ✓ The items Price is deducted from the inserted money.
- ✓ The Remaining Price is shown on the screen.
- ✓ If Customer wants to have more shopping he/she can press Yes for further shopping, Otherwise No.

Working of Project:

In this project the menu is displayed on the table screen, and the customer selects the desired items from the given menu. When the user selects the items from the menu then the selected item is given out from the machine and remaining price is shown on the screen. After this if the customer wants to select more items from the given menu then the customer

presses yes to have more shopping so the menu is displayed again on the screen and then the customer do more shopping.

The **elements** used in this project are **conditional operators, structures, functions, loops, and selection structures.**

Languages Used:

The language used is **C++**

Compiler Used:

The compiler used is Dev C++ 5.11

Conclusion:

The conclusion of this project is that it can be used in any restaurant, Shopping mall, backery, utility store, departmental store, school or college canteen and Pharmacy. By little changing in this project it can be used in airport railway station bus station for tickets reservation and for making emergency calls(PC0).