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# Narrative

Introduction

The European Vending Association estimates that every day 82 million food and drink items are purchased from a vending machine, by European customers (including Russia, Turkey, and Ukraine).

In 2012 the field of operating machines has remained almost stable with 3.77 million operating machines. 80% of these machines where located in Europe’s 6 big leading markets the big 6 (Italy, France, Germany, the Netherlands, Spain and the United Kingdom.).

An Interesting fact according to the European Vending Association is that 60% of these operating machines are hot drinks vending machines whereas the remaining 40% can be evenly divided between cold drinks and a mix of both hot drinks and cold drinks vending machines.

The total turnover from vending machines in 2012 was €11.3 billion.

The total number of items sold through vending machines in 2012 was 30 billion units, of which 24 billion items were dispensed in the Big Six. These vending machine are mostly operated manually, there has not been much automation implementation.

**EasyVending**

We are proposing a system hereafter "EasyVending” to Vending Machine Manufacturers (VMM's), that promises to understand "easy interfacing" and making it the core and heart of every vending machine. EasyVending provides a solution that has the Interest of potential Users, Beneficiaries and Manufacturers in mind by automating vending machines to be less dependent of external interference during potential errors. With the advent of increasing technology and embedded systems growing with computational capabilities, "EasyVending" will make use of these advances and interface with the vending machines main business operations allowing Beneficiaries to manage their machines without prior programming or technological background.

VMM's who are using "EasyVending" promise their customers full control and maintainability. Most vending machines that are currently operating have limited interfacing options which makes the customer often depend on repair services usually conducted by individuals not associated with the customer’s main business that produces extra cost which in most cases can be avoided. Additionally EasyVending provide customers access to their vending machines through interfacing locally and/or remotely, allowing them to add or remove products, change prices, adjust currency settings, generate error reports, manage temperature settings, keep records of temperatures within the machines which has become a key factor for customers that use their vending machines to sell hot beverages, snacks or drinks .

During the initial install and setup, EasysVending provides VMM's an opportunity to set up remote monitoring and remote access to the Vending Machine; which gives VMM's the option to identify and track errors early on and can act accordingly.

EasysVending also allows Beneficiaries of Vending Machines to gain access to local and/or remote interfaces where business operations such as Product mapping, pricing, and temperature can be configured through an intuitive easy to use interface.

EasysVending however stands out from conventional VendingMachine software solutions in so far that, apart from its easy interfacing, it provides a new approach towards VendingMachine automation trying to minimize external interferences and maximising the VendingMachine ability to recognize and resolve potential issues internally.

This is where AlertControl comes in.

AlertControl consist of two bounded interfaces North and South.

The "Northbound"

Interface of Alert Control is concerned to keep an eye on the internal stability of the system, i.e. make sure that temperature sensors don't report values that exceed the required ranges, the current financial status corresponds with the current product sales, no error reporting within the Vending machines Operating System and possible vandalism.

The "Southbound"

Interface of Alert control is concerned with collecting, recording and according to severity sending reports out the Administrators and Managers.

We estimate that most of EasyVending's revenue stream will come from VMM's who are using EasyVending as their solution, in the form of sell commission and/or a one-time payment for EasyVending.

# SOFTWARE LIFE CIRCLE (SLC)

Software Life Circle or Software Development Life Circle (SDLC) is a framework defining task performed for each step of a software development process. Using a software model helps in the development of a software product in a systematic and structured manner. There are various software life circle models standard which exist today. We consider some of these model approach in relation to our project. They are:

Waterfall Model Iterative Model Spiral Model

V-Model RAD Model Agile Model

|  |  |  |
| --- | --- | --- |
| **SLC Model Types** | **Advantages** | **Disadvantages** |
| Waterfall Model | -Better with smaller project  -Low cost involvement  -Simple to implement and it is well known  -Good for in-experience developer or staff | -Poor for complex and  big project  -Inflexible  -Difficult to integrate risk management and maintenance |
| Iterative Model | -On time feedbacks  -Easy refractory when error occurs | -Rigid phases  -Costly |
| V- Model | -Good bases for partitioning of testing  - Each phases has specific deliverables | -Little flexibility and adjusting scope is difficult.  -Very expensive to maintain  -No clear path for problems found during testing phases |
| Agile Model | -Adaptable  -Working software is delivered frequently  -Close, daily cooperation between customer/User and developers | -Minimal emphasis on designing documentation |
| Spiral Model | -Risk Assessment and reduction  -Good for large and mission critical project  -On-time software production | -Very expensive to use  -Requires expertise risk analysis  -Is not good for smaller projects |

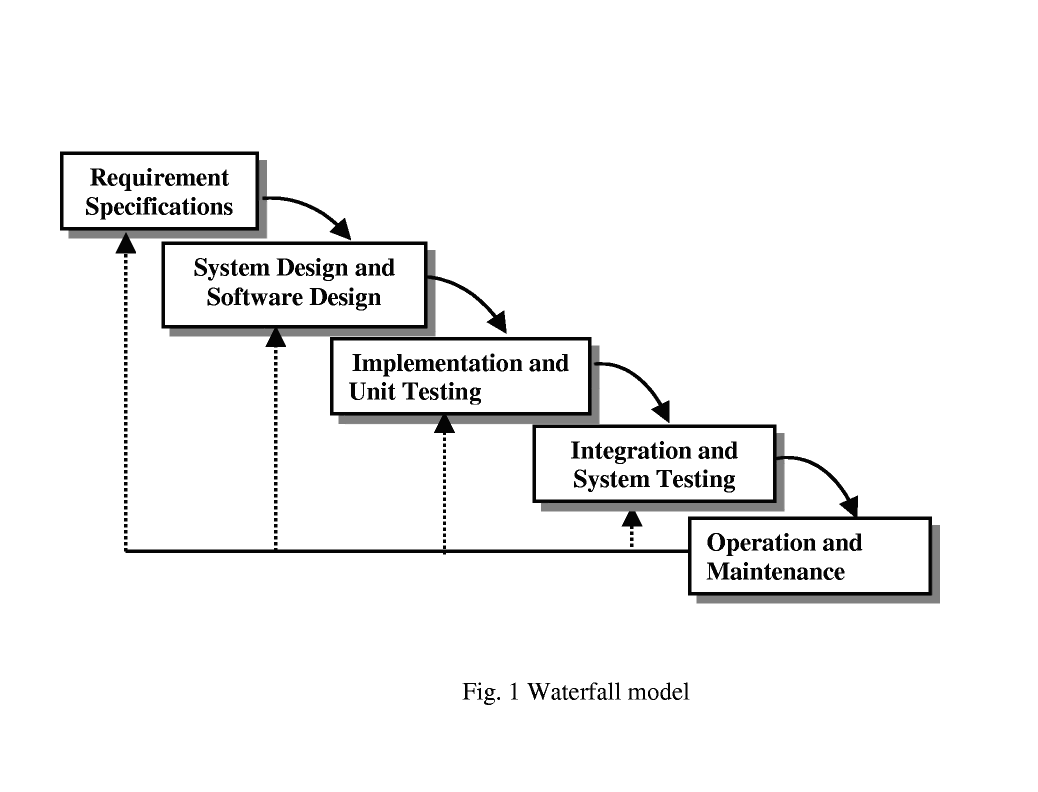
Considering the pros and cons of these model and based on the nature of our project EasyVending, we’ll be using the Agile Model SLC because of the flexibility and implementation using scrum approaches in completing the project requirement.

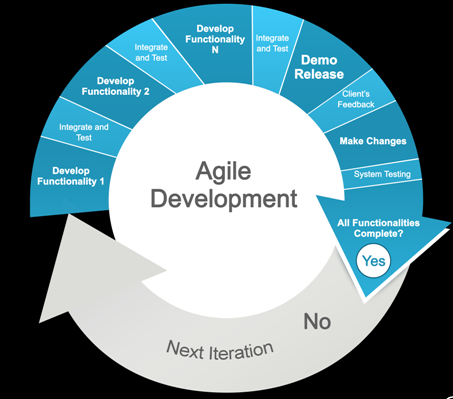
Waterford model will not suit our project because the project is prone to change frequently as we progress in the development.

In Iterative model, each phase rigidity will not work with EasyVending because each phases of our project may require developmental changes.

V-model will not be suitable because of the difficulty in scope adjustment. The dynamic modern development requires a more scope adjustment based on the frequent change in stakeholders requirements.

Spiral model is not chosen because of the expert risk analysis and the taste for bigger project which does not suit our project.

The flexibility and adaptability of agile approach will suit our mode of operation because there may be few adjustment we’ll be implementing as we build the project (EasyVending).

# Use Cases

**Machine Installation**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Chooses product Mapping from management interface  2) Enters product name into corresponding input box and clicks Ok button  5) Select a product name from a dropdown list  6 ) Selects a desired slot location from a dropdown menu  8) Enters a desired price into corresponding input box and clicks OK button  9) Select A desired price from dropdown menu  10) Select a desired temperature range or status from the current product dropdown menu.  12) Select a quantity for product from a drop down menu.  13) Presses save on management interface. | 3) Validates and accepts price input  7) Validates and accept slots allocation  11) Accepts temperature ranges  14) Accepts and stores created configurations. |
| **Alternative route** | |
| Beneficiary is alerted to his error and machine does not accept input  System fails to calculate the individual weight of product | 8a) Beneficiary enters wrong format for price  12a) Beneficiary provides wrong quantity for product |

**Non-Functional Requirements**

Security

Login credential should be stored in a safe storage area on the vending Machine and encrypted

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) The Machine provider setup the machine  3) Enters (Default Password, Default Username, Location, ID)  5) Enables remotes access and monitoring for beneficiary | 2) Validates and accepts credentials  4) Sends new credentials to remote servers  6) System operates and is accessible locally and/or remotely by beneficiary |
| **Alternative route** | |
| Network error prevents sending credentials to remote servers | 2a) Credential submission not accepted. |

**Vending Machine**

**Non Functional Requirements**

Performance

The system should process given configuration in not more than 5 seconds

Extensibility

The system should allow the Machine Provider to modify and extend the list of selection in the management interface dropdown lists

Usability

The machine provider must inform possible suppliers about changes made in the Vending machine business setup

**Refill of machine**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Open machine’s door  2) Places goods into machine  3) Locks the door | 4) System response to suppliers locking the door  5) System calculate individual weight for products in allocated slots -System initialises AlertControl according to configuration -System calculates an estimate of overall product value -System calculates offset against current available money in the Machine |
| **Alternative route** | |
| System fails to estimate overall estimate of current money in the system | 2a) Supplier places products in the wrong slots. |

**Non-Functional Requirements**

Extensibility

The internal process of allocating and specifying product should be modifiable by the beneficiary

Performance

The system should update the current and financial state in not less than 30 seconds

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Request vending machine type to a specific location from Machine provider  3) Pay for the vending machine | 2) Location of installation is define and mapped out  4) Machine installation is carried out and machine details (Type, location, ID, Customer) is logged on the Machine provider database server |
| **Alternative route** | |
| System refuses to log and confirm details | 4a) Customer machine installation is faulty |

**Purchase Vending Machine**

**Non-Functional Requirement**

Availability

Vending machine should be made accessible and operational.

**Purchase items**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Select a preferred item by pressing a button  3) Insert cash or card for payment  6) Get or pick up item from the base of the base of the machine | 2) Vending machine reads and calculate the prefer item details (Type, slot-line, numbers, amount)  4)Vending machine display amount due and receive the proportionate cash value  5) Vending machine dispense or drop the item selected for user to pick it up |
| **Alternative route** | |
| Vending machine refuse to dispense item    Vending machine refuse to dispense item and refund cash. | 4a) User select item and did not insert cash or payment  4b) User select wrong item and insert cash (lower than the item value) |

**Non Functional Requirements**

Performance

The response from Vending machine is faster and correct

**Cash evaluation**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Read and confirm the cash/card properties that was inserted  3) Compare the cash/card amount to the calculated value of the selected items. | 2) Detect the genuineness of the currency or card properties.  4) Accept the cash/card and send data to confirm (in the case of credit/debit/visa card) |
| **Alternative route** | |
| ­ System cannot dispensed items. | 2a) Cash/card cannot be verify |

**Non-Functional Requirement**

Performance

System process of validation and verification of inserted cash/card is quick

**Reads temperature**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Sense the ambient environ for change in temperatures proportionate to the value set, for the environs. | 2) Adjust the degree of coldness relatively |
| **Alternative route** | |
| Temperature function refuse to work | 2a) Temperature sensor not reading correctly the set-up temperature environ |

**Non Functional Requirements**

Reliability

Vending machine send alert to Machine provider and reset itself

**Vandalise**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Handles machine with aggressive force and malicious intent | 2) Internal Acelerometers report data higher than the specify threshold  -System sends alert and report corresponding logs to remote servers -System sends an alert email to the Beneficiary. |
| **Alternative route** | |
| System not able to detect possible vandalism  System interprets a normal purchase as vandalism | 2a) Internal Accelerometers may be faulty |

**Non Functional Requirements**

Extensibility

The system should allow system wide recalibration of sensors

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Reports data from sensors that does not correspond to overall estimation of current weight | 2) The system check if a purchase was made  -System check what was purchased -The system calculates weight imbalance against the individual weight of product that was purchase -The System determines if the weight balance corresponds to a possible product that was not dispensed due to error -The system validates should a refund be issued -The system reports weight imbalance and actions taken to remote server and logs |
| **Alternative route** | |
| System fails to determine if current weight imbalance was related to a foregoing purchase and cannot decide whether it should issue a refund. | 2a) System cannot read sensor |

**Report Weight Data**

**Non Functional Requirement**

Performance

The response to a weight imbalance and the decisive action to take should be performed in no more than 4 seconds.

**Login setup**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1) Enters username  2) Enters password | 3) Validate Credentials  4) Allow access to management interface |
| **Alternative route** | |
| ) Machine Provider supplies wrong username or password | 3a Vending Machine denies access to management interface. |

**Non Functional Requirements**

Performance

The management interface should load in a timely fashion within 1 to 3 seconds

The management interface should be easy to use and functions should be displayed in a disambiguated manner.

**Login**

|  |  |
| --- | --- |
| **Actor’s Action** | **System Response** |
| 1)Select change login from management interface  2) Enters new username in provided input Box  3)Enters new password in provided input box  4) Presses save | 5) Validate new credentials  6) Stores new credentials |
| **Alternative route** | |
| Vending Machine does not accept input and alert beneficiary (customer) the error | 5a) Beneficiary (customer) supplies password not adhering |

**Non Functional Requirements**

Security

New username and password must be stored in a save location and encrypted

# Project Plan and Allocation

Project Manager---> Benjamin Keil

Requirement Analyst---> Seun Adebowale

System architect---> Remi Ruppel

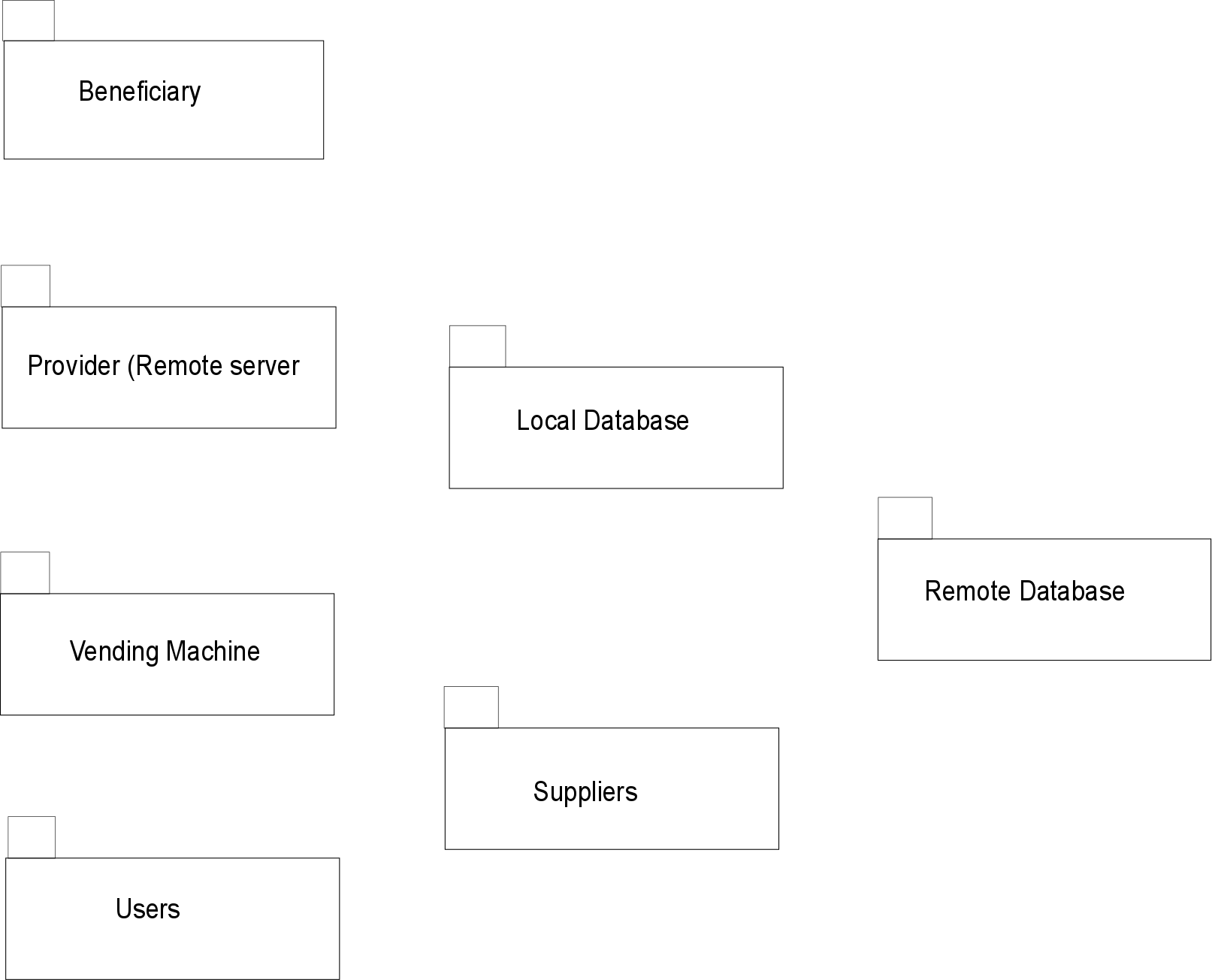
Group → [Project management, Requirement analyst, System architect]

Developer and Tester → Group.

|  |  |  |  |
| --- | --- | --- | --- |
| Deliverables | Job Description | Job Allocation | Target Week |
| Presentation | General presentation  (Cover page, Table of Content, Company logo) | Group | 5 |
| Narrative | Narrative Description of business scenario | Project Manager | 5 |
| Software Life Cycle (SLC) | Discuss and justify SLC and risk management strategy | Requirement Analyst | 5 |
| Requirements | -Use case diagram(s)  -Structured use case description(s)  -Non-functional requirements/ attributes  -Screen shot/report form/GUI prototype | Group | 6  6  6  6 |
| System Architecture | -System architecture diagram with interface | Requirement Analyst | 6 |
| Analysis Sketches | -Method used to identify candidate classes  -Class diagrams  -Interaction diagrams/Communication diagrams  -Entity relationship diagrams | -Group  -System Architect  -Project Manager  -Requirement Analyst | 7  7  7  7 |
| Code | -Code implementations | Group | 8 -10 |
| Design Blueprints- Based on code | -Architectural diagrams  -Class diagrams  -State chart |  | 11  11  11 |
|  |  |  |  |
| Critique | Evaluate the analysis versus design artefact(Blueprints) |  | 12 |
| References | Sources of information/ learning |  | 4-12 |

# System Architecture

Architecture Package Diagram



<<uses>>

<<requires>>

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System Architecture

Our unanimous decision for the system can be divided into three levels of subsystem operations

**The Database System**

**The Server System**

**The Client/User System**

**The Database System:** The database system will handle the information storage for the client system. The storage of the information will be done in locally and remotely on the server. It will be structure in a simple relational database that makes query information efficient.

**The Server system:** Provides access to the database information and make it available when there is query to confirm the user’s details from the Client side. It is also responsible for the live information monitoring from the client system.

**The Client System:** The Client system is the information query and retrieving interaction platform. Suppliers and Beneficiary (Customer) of the system can login to access operational privileges provided by the Vending Machine. It does not interact with the Database system directly but sends and receives queried data via the server system.

Programing Language Implementation.

Considering the system use and environment where it will be used ; we agreed together to consider portability of the system function although performance is crucial as well. We can implement performance and the system adoption grows. We are using  ‘Java’ programing language due to its distribution properties (i:e It can easily be shared and utilise as component packages into various and different system  because of the java virtual machine accessing privileges. )

UML Workbench

# Analysis Design

Using Data Driven Design, we identify our classes by Noun Identification Techniques.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Beneficiary | Password | Product name | Configuration | Place Goods |
| Login | Input Box | Slot | Response | Machine Provider |
| Remote Access | Allocation | Calculation | Vending Machine | Validation |
| Storage | AlertControl | Location | Server | Menu |
| Suppliers | Identification | Product | Price | Username |
| Management Interface | Dropdown Menu | Request | Payment | User |
| Database | Purchase | Preferred Item | Card | Pick-Up |
| Amount | Display | Dispense | Credential | Refund |
| Comparison | Detection | Currency | Verification | Sensor |
| Value | Environ | Adjust | Temperature | Thresholds |
| Alert | Imbalance | Operator | Check | Selection |
| Money | Error |  |  |  |

Heuristic

Red Colour – Too Vague

Green Colour- Is an Operation

Blue Colour – Is an attribute

Brown Colour- Out of Scope

Purple Colour - Similarity

Filtered List

|  |  |  |  |
| --- | --- | --- | --- |
| Login | Slot | AlertControl | Vending Machine |
| Server | Product | Management Interface | Database |
| Currency | Sensor | Environ | Operator |
| Money |  |  |  |

Rerferences

<http://www.ijcsi.org/papers/7-5-94-101.pdf>     [Accessed Feb()  2016]