Active State:

1. Start
2. Declare a struct “Product”.
3. Declare numbers in the struct, slotID, sku, quantity, maxQuantity, minQuantity, price, description.
4. Set minQuantity = 1
5. When customer touches the button, activate Hardware to an “Active State”.
6. Prompt customer to select a product.
7. Scan slotID for product by column/row buttons
8. If the quantity is = 0 (product out of stock). Go to step 6
9. When the product is that is in the stock is selected to add it to be on the list in the receipt
10. Subract 1 from quantity for the sku on the slotID
11. Does the customer want more products?
12. Yes. Go to step 6
13. No. Go to next step
14. Show the customer the total list for the product they want to purchase.
15. Would the customer like to continue with the purchase of the products?
16. Yes go to step 14
17. No go to step 1 (return hardware to active state)
18. Process payment (hardware in payment state)
19. Is payment was successful?
20. Yes hardware drops the product
21. No go to step 16
22. If payment was unsuccessful return to hardware to payment state
23. Print receipt for customer
24. Return hardware to idle state
25. End.

Cancel State:

1. Start
2. Hardware is set to be in Cancel state
3. Update the display
4. Print “Session cancelled”.