# **Portfolio-Vending Machine Iteration 4**

## Goal

To make all the new elements added in iteration 3 to be usable e.g., buttons, drag and drop items, screen to display results. Also add sounds, overall make the vending machine interactive for the user. Also fix up the images background.

## Plan

1. Research drag and drop, adding sounds and speech synthesizer.
2. Clean up the images to look nicer (coins)
3. Plan how I want the user to interact with the vending machine.
4. Get keypad and screen working and displaying results.
5. Drag and drop coins and to collect the coin value to then use and display on screen.
6. Product to dispense and be dragged and dropped into backpack.
7. Add sounds for the drag and drop items.
8. Add speech synthesizer to talk to user.

## Time

|  |  |  |
| --- | --- | --- |
| Task | Time allocated | Actual time spent |
| 1.Research | 1 Hour | 1 Hour |
| 2Design | ½ Hour | ½ Hour |
| 3.Plan/Analyse | ½ Hour | ½ Hour |
| 4.Keypad | 1 Hour | 1 Hour |
| 5.Drag and drop | ½ Hour | 1 ½ Hour |
| 6.Product Dispensed | 1 hour | 1 Hour |
| 7. Add sounds | ½ Hour | ½ Hour |
| 8.Speech | 1 Hour | ½ Hour |

## UML Class diagram Before



## UML Class Diagram After



## UML Sequence Diagram Before



## UML Sequence Diagram After

## 

## Unit Test Using Mocha

A picture containing text

Description automatically generated

## LINT TEST

**Vending Machine**

Graphical user interface, text, application

Description automatically generated

**Product**

Graphical user interface, text, application

Description automatically generated

**Coin**

Graphical user interface, text, application, email

Description automatically generated

**Customer**

Graphical user interface, text, application, email

Description automatically generated

**CSS**

Graphical user interface, text, application, email

Description automatically generated

**HTML**(only v-binds showing errors)

Graphical user interface, text, application, email

Description automatically generated