

# Vending Machine

Team SL

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# Concept

- Implementation of Vending machine on FPGA
- Code Develeopment
- PCB Design
- 3D View of PCB

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# Hardware

- Nexys Artix 7 100t FPGA

# VHDL Code Implementation

```
1 /
2
3
4
5
6
7
8 entity VENDING_SAMPLE_new is
9     Port(
10         clk_in   : in std_logic;
11         reset     : in std_logic;
12         AN_IN     : out std_logic_vector(7 downto 0);
13
14         LED_OUT   : out std_logic_vector(6 downto 0);
15         SW2       : in std_logic_vector(2 downto 0);
16         SW3       : in std_logic_vector(1 downto 0);
17         SW4       : in std_logic;
18         LED_G, LED_R : out std_logic;
19         SW        : in std_logic_vector(2 downto 0)
20     );
21 end VENDING_SAMPLE_new;
22
23 architecture Behavioral of VENDING_SAMPLE_new is
24
```

```
22 |
23 | architecture Behavioral of VENDING_SAMPLE_new is
24 |
25 |     signal counter : integer range 0 to 1000000 := 0;
26 |     signal clk_out : std_logic := '0';
27 |     constant DIVIDER_VALUE : integer := 1000000;
28 |     signal temp : integer range 0 to 9 := 0;
29 |
30 |     type StateType is (Idle, item_select, Coin, Dispense);
31 |     signal next_state : StateType:= Idle;
32 |
33 |
```

```
55 |
56 | process (SW)
57 |     begin
58 |
59 |
60 |         case SW is
61 |             when "001" => next_state<= Idle;
62 |             when "010" => next_state<= item_select;
63 |             when "100" => next_state<= coin;
64 |             when "111"=> next_state<= dispense;
65 |             when others => next_state<= Idle;
66 |         end case;
67 |
68 |
69 | end process;
```

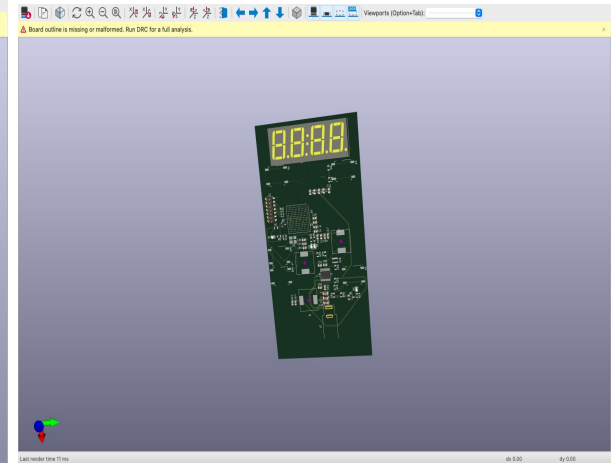
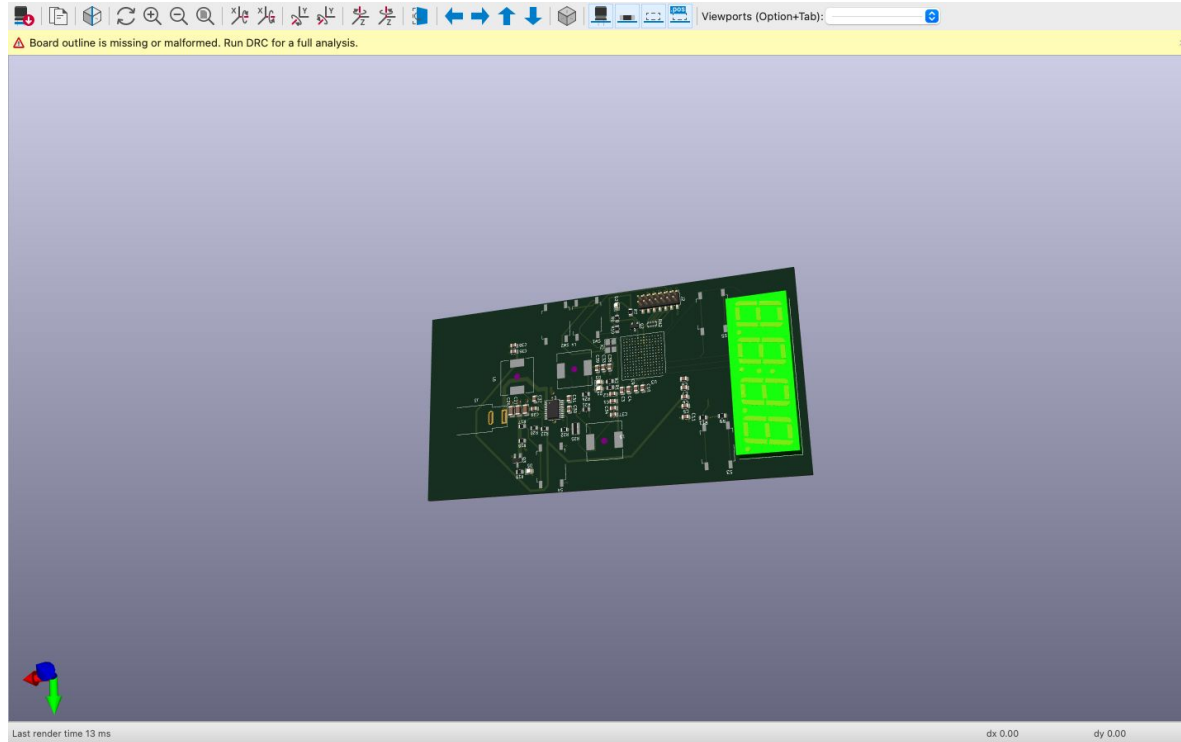
```
247 :
248 :   elsif next_state = dispense then
249 :
250 :     case SW4 is
251 :     when '1' =>
252 :       -- LED <= '1';
253 :       case SW2 is
254 :       when "000" =>
255 :         case SW3 is
256 :
257 :           when "01" =>
258 :
259 :             AN_IN <= "11111101";
260 :             LED_OUT <= "1000000";
261 :           when "10" =>
```

# PCB Design

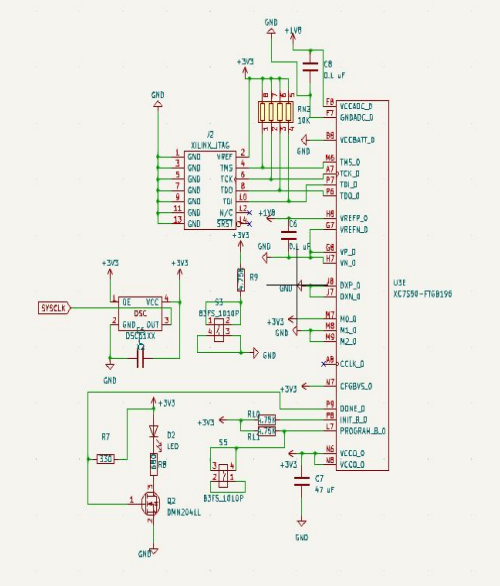
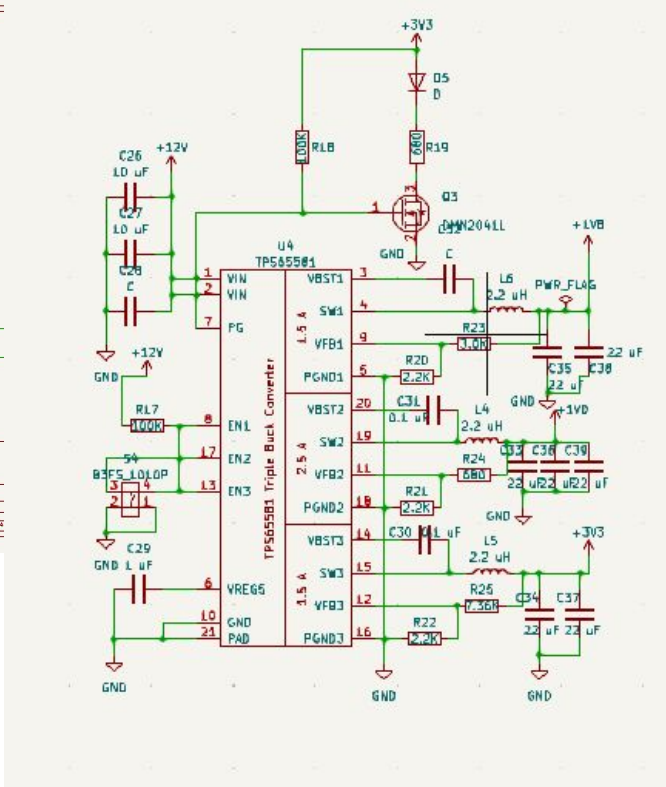
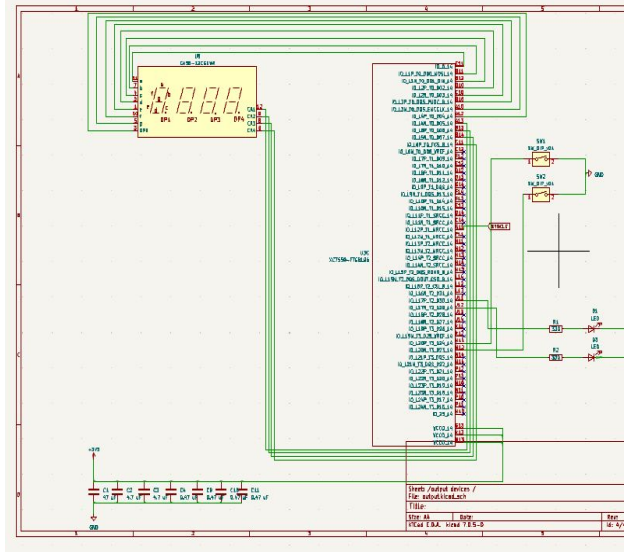
- Develop according to the user need
- Kicad 7 PCB Designing software
- 4 Layer PCB



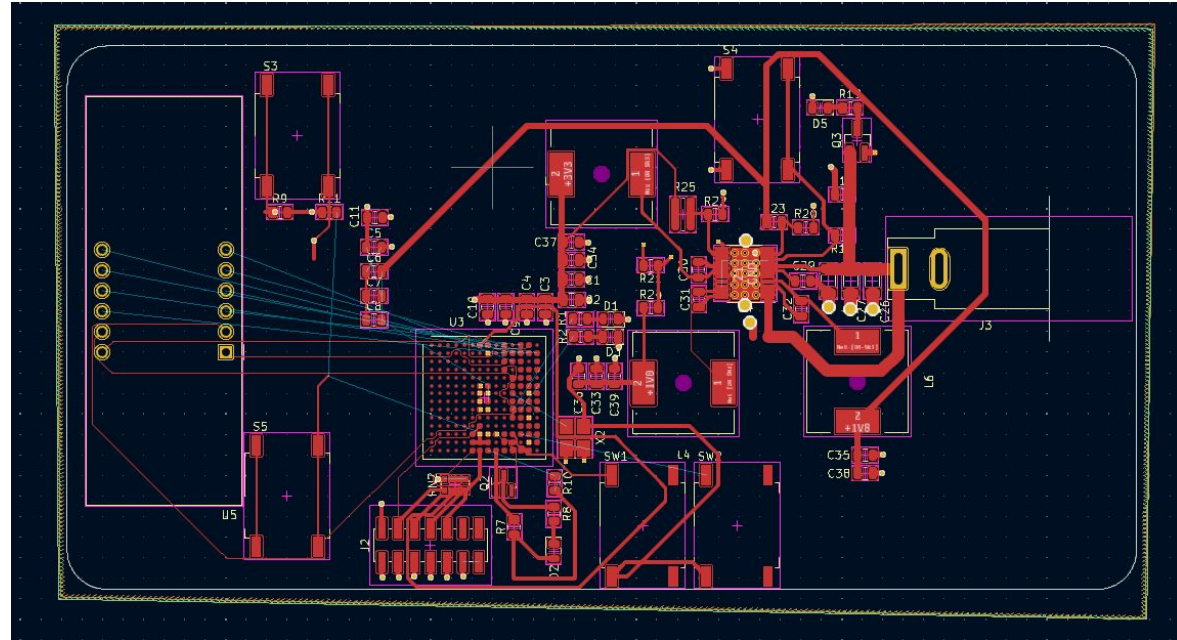
# 3D View of PCB



# Schematic Design



# PCB Design



**Thank You**