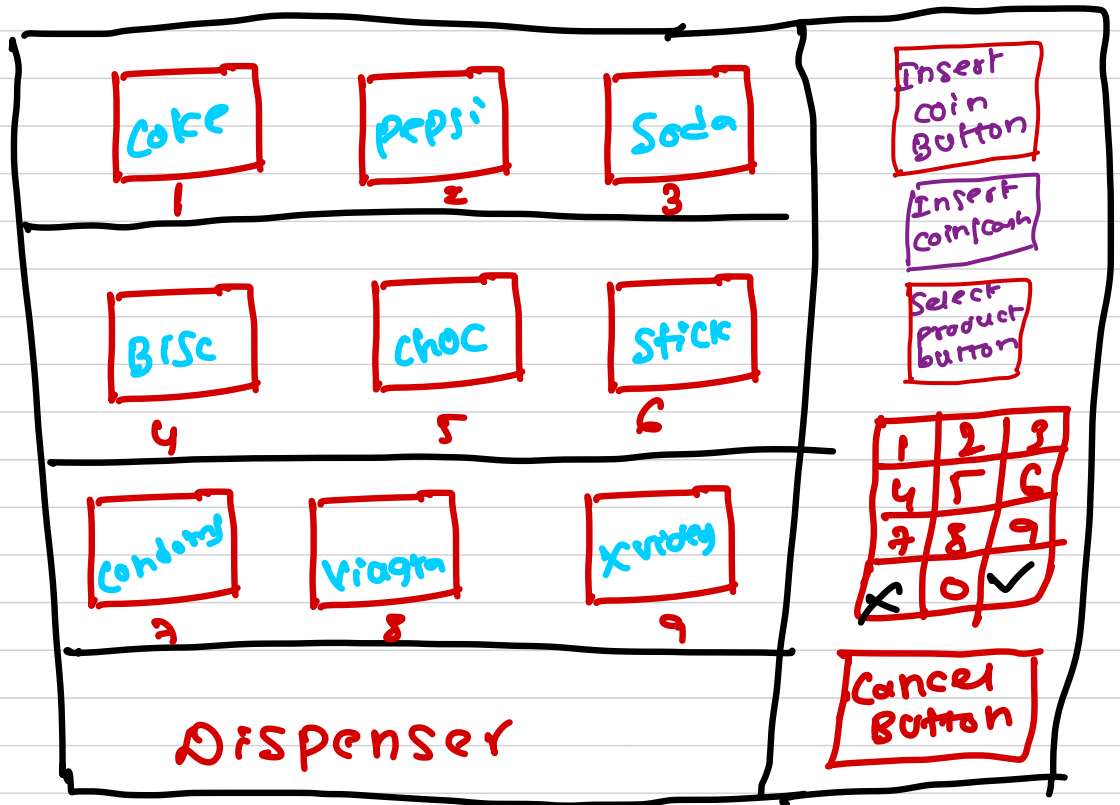


Vending Machine

(Low level Design)



Rough Flow:



Step 1: user will click on Insert coin Button

Step 2: user inserts coins/cash

Step 3: clicks on select product button

Step 4: Enters code

Step 5: Clicks on ✓ button

Step 6: Dispense the selected product.

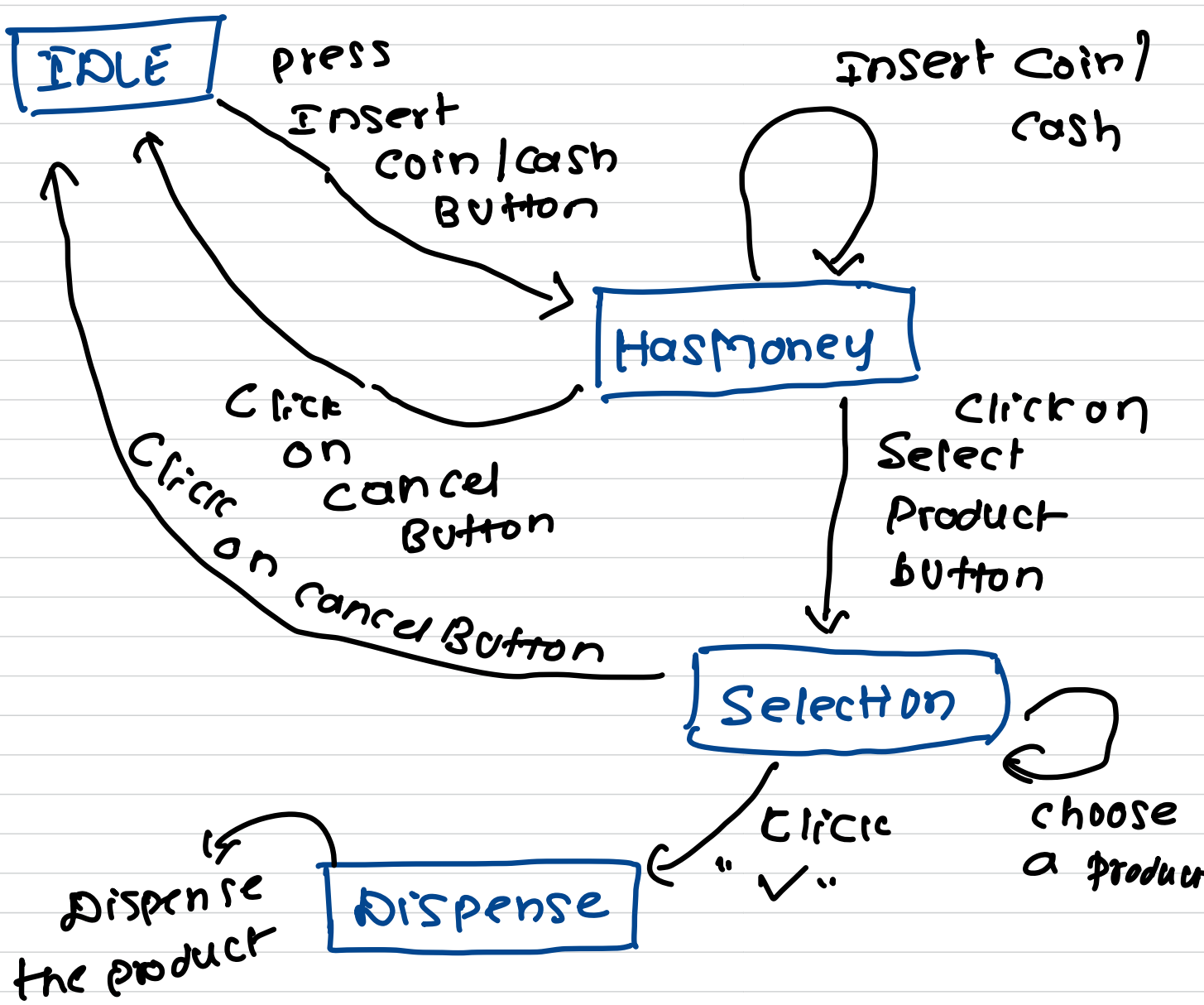
OBJECTS:

- 1) Vending Machine
- 2) Item
- 3) Inventory
- 4) Item Shelf

STATES:

- 1) Idle
- 2) HasMoney
- 3) selectProduct
- 4) Dispense

STATE DIAGRAM:



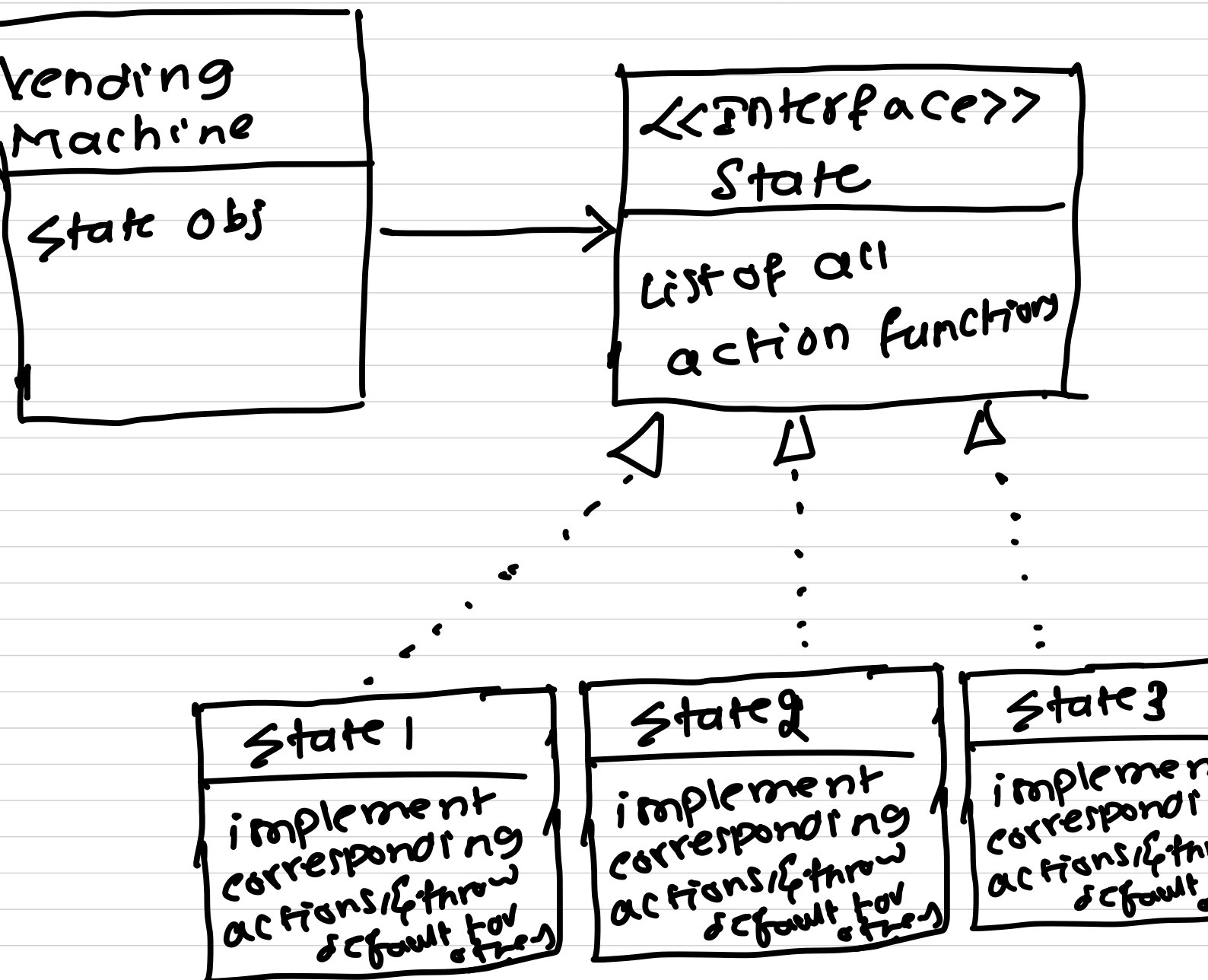
STATE	Action
IDLE	press Insert coin Button
HASMoney	Insert Coin/cash Click on select Product Button Click on cancel Button
Selection	*choose a product *cancel *Dispense

Dispense

dispense the product-
return change

Obviously, we choose for State Design Pattern

State Design Pattern:



Vending Machine Design:

