





Department of Computer Engineering

CENG 451

Information Systems Development 2021-2022 Spring

PROJECT DESCRIPTION

VENDING MACHINE

Our vending machine has the capability of serving soft drinks, beverages, and solid food. The machine serves the solid food directly to the customer. For soft drinks and beverages, serving items are used such as cup and spoon. Moreover, additional items can be added to the selected beverage such as milk and sugar. Payment can be done by coins, banknotes, or credit card. If the machine accepts banknotes for payment, it returns the change to the customer by coins if necessary. Some types of vending machines are capable of ordering a product when it is running out. This type of a machine can pay the fee for the order itself.

PROJECT

You are expected to model this system with UML. You will submit your work as a report until the deadline.

You can work as **groups** for this project. Each group may consist of **three** people.

You will work with your groups that you have formed via ODTUCLASS (Group Choice).

- **Use case diagram** (One detailed diagram for the system would be enough)
- **Scenario Description** (Pseudo Code)
- **Class diagram** (All classes must contain all necessary attribute and methods. Include relations among classes.)

- **Sequence diagram** (Select the 2 most complex use cases, provide Seq. diagrams for them)

Deadlines

Project Report Submission: 08/05/2022, Sunday, 23:59 (late submission is not allowed)

Submission

For the project report, do not forget to include a title page and your group id, put student IDs and names of group members on it. Only **one** group member submits the project documents. The report must include all of the required diagrams. Name your project report as **ProjectReport##.pdf.** Along with your report, provide your model source files (e.g. mdj files for StarUML). Compress the report and source files into a single file as **Group##.zip** and submit through OdtuClass.