

Cs 351 : Vending Machine

Khabbab Saleem

October 25, 2012

1 Object Cube

Clusters are made to make the object model a little bit more easier to understand. each cluster and its function will be fined later on in section 2.

cluster	Objects
Key pad	makeDynamicKeyPad.js, keyPadActionListenerDollar.js
Product Holder	product.js, initializeProduct.js, makeDynamicTable.js, productTableActionListener.js
Dispenser	productDispenser.js, reorderList.js

2 Cluster Descriptions

2.1 Key pad

Takes the input from the and relays it to the D.O.M, where it can be accessed by any other cluster. This cluster is also responsible for returning the change. The conversion is done from the Euro to the Dollar via this as well. Machine will accept Euro but it will only use Dollar for the purchasing and returned change will also be in Dollars.

2.2 Product Holder

Initially creates the table where the products are held by accessing the central table on the D.O.M. Displays the price, current quantity, and the date, when the mouse is scrolled over said product. If the said item is expired or it has ran out, the alert will be sounded using the D.O.M.

Communicates with the key pad, and the D.O.M when a product is selected to see is the current funds available on the machine are enough to dispense the product.

2.3 Dispenser

This is mainly ran from the Product Holder, when an item is clicked, when no error is throw by of alerts, the item is considered dispensed. All dispensed items are stacked on top of each other meaning when the item is clicked on the dispenser the item is fully dispensed.

the reorder list is accessed by clicking the top right of the vending machine, it checks the main data structure in the product holder to see which of the item are below 5 (5 is current max value for the sake of testing). the reorder list is assembled based on the max value.

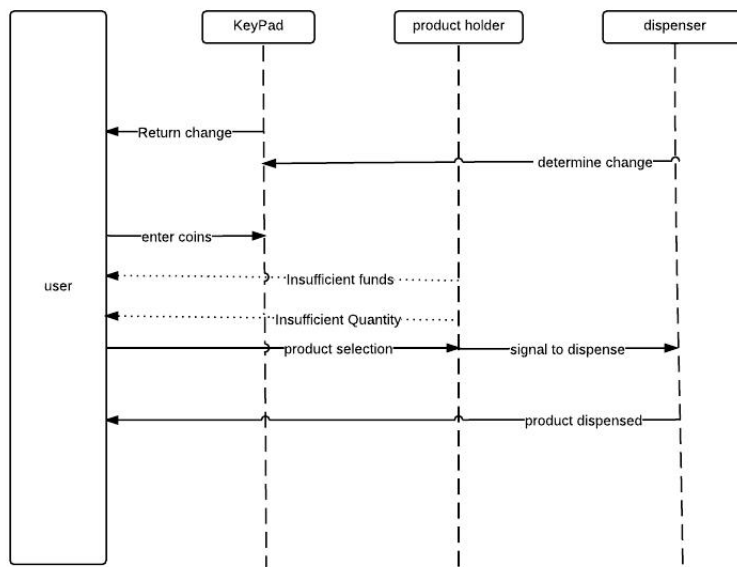


Figure 1: interaction design

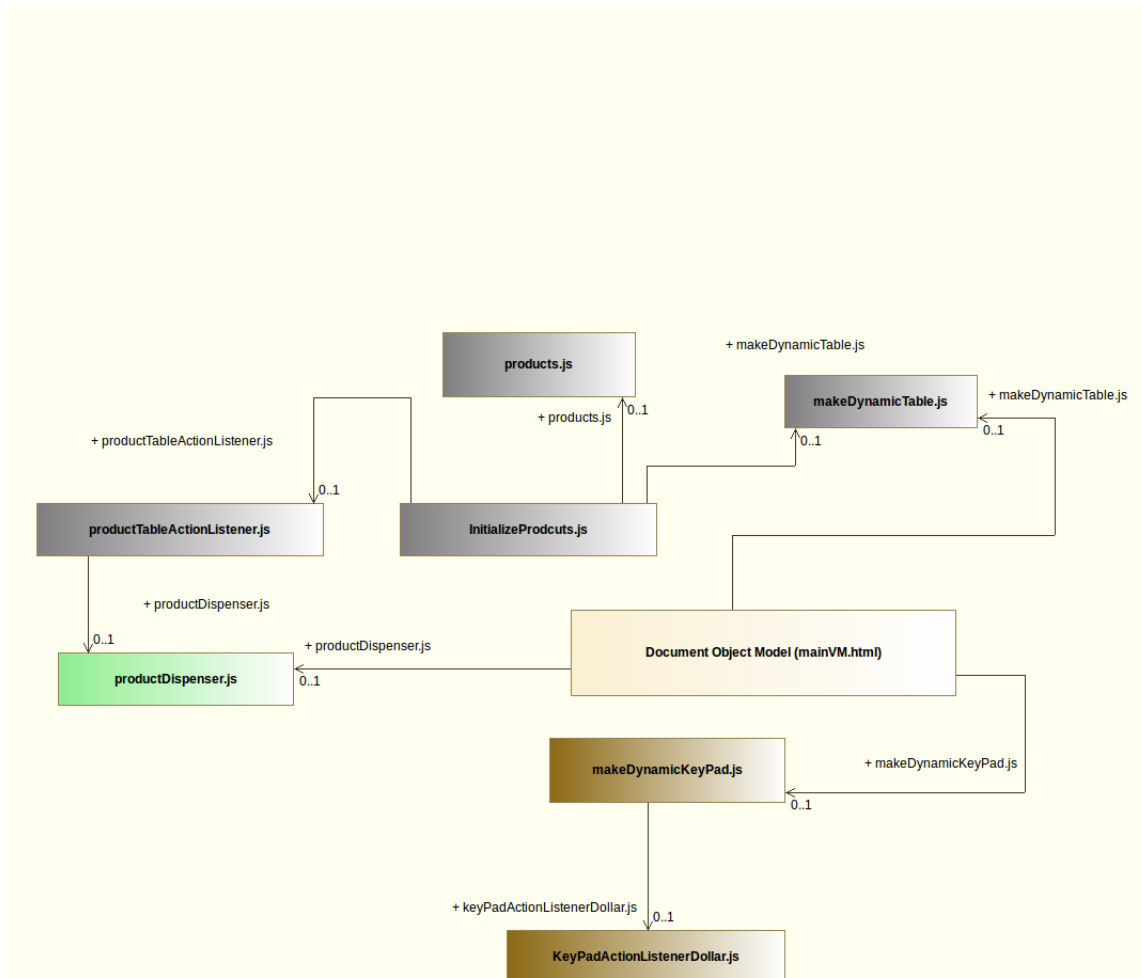


Figure 2: Object Model