**Running Instructions**

* Run the server first and then the client.
* On the client after viewing the items in the vending machine, type the item code you would like below, where it says, “Enter your item code here” and below there is a small box to enter the amount of that item you want. (You must enter the quantity even if it is just 1 that you are purchasing)
* When entering item Code use Capital Letter, e.g. “A1 not a1”
* On the left-hand side, you can see the display, showing the quantity of each of the item that is available in the vending machine.
* After entering the item code and quantity, click the add item button and your item will be added to your order, which you will be able to see on the right-hand side box, which has a title saying “order”.
* After you finished adding all of your items, click the finish and pay button. Which will prompt you to a payment pop up, where you have to click the Yes button for card or the No button for Cash. If cash is clicked, then follow the next pop up which asks you to enter the amount of cash you are paying, (just enter the amount, e.g. 15).
* There is also a Cancel button which cancels the order and closes the vending machine.
* Clicking the cancel button will display a message and close the vending machine.

Sends order to server

Sends stock availability

Checks stock

* Stock
* Reads csv into a dictionary
* Updates client stock
* GUI interface
* Buttons
* Prices
* Stock amount
* Cancel
* Add or remove
* Product codes

UML Diagram

Client

Server