I chose to modify my Finite State Machine assignment, as it was the only assignment valid for this re-do opportunity. I lost 5 points on the assignment, because the console will technically still say “Purchasing…” whenever you hit the purchase button, even if you didn’t have any money. In my mind, this was an intentional decision. The “Purchasing…” text (as well as “Adding quarter…” and “Canceling…”) was meant to confirm with the user that their selection had been understood, and to show that they were interacting with the machine.

However, I can see how this could be confusing in some instances. For my redo, I chose to change the interaction text to “You chose to press the purchase button.” This still confirms the interaction with the user, but it better describes the metaphor of interacting with a virtual vending machine. It does not imply that the purchase will go through or be successful, only that you attempt to make the purchase.

Ideally, I would also include more text describing the outcome of each transaction. I could make the console say “Purchasing… Your purchase failed, since you did not have any quarters inserted.” However, that is not allowed in the finite state machine model, as each transaction can only have its new state, and its output item.