**THE DEVELOPMENT OF OVER THE COUNTER MEDICINE VENDING MACHINE USING MICROCONTROLLER**

A Design Project

Presented to the Faculty of

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By

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**ABSTRACT**

The design project is concise and generally summarizes the activities duly carried out in the design and development of over the counter medicine vending machine using microcontroller. A development that will provide convenient and innovative service of retailing OTC medicines. From a lot of types of vending machines, this project aims to introduce a new vending machine that provides official receipt and serves convenience and accuracy. The machine uses innovative features that you cannot see on common vending machines, cheaper components and developed system. The demand for medicine increases each day as looking for a more convenient way of acquiring it. In line with this, the researchers would only focus to those medicines that are intended to cure basic illness that are most consumed and are bought at affordable prices. These are OTC or over-the-counter drugs or drugs that are sold without prescription.

Through the use of microcontroller, the design project will dispense medicine, print receipt and play an advertisement. The primary objective of this design project was to develop a vending machine that will deliver OTC medicines on demand.

The type of research method used by the researchers on their design project is the experimental method. It uses manipulation and controlled testing to understand casual processes. Generally, one or more variables are manipulated to determine their effect on a dependent variable.

Having carried out the required study of the design and development of the over the counter medicine vending machine using microcontroller, the researchers successfully solved the statement of the problem How to design and develop a “**Over the Counter Medicine Vending Machine using Microcontroller”** that will provide convenient and innovative service of vending machine.

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