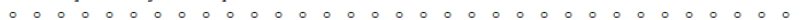


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<https://github.com/stellaapril/CIT111Finalproject>

This project is a vending machine which sells 12 products and each product has their own number. There is a diagram to display items and their number when user start to use it. User can input the number of the item which they like to purchase or check more information of the item. Machine will check is the item in stock, once the item is out of stock, it will display the item is out of stock and restart the project. If the item still in stock, it will show user specific information of the item such as price, size and amount of inventory. This vending machine supports credit card payment and cash payment methods for user. And it can only accept 5\$ 10\$ 20\$ cash. If the cash user insert is not enough to purchase, machine will display it and restart the project. After finishing purchase, user can print their receipt which show the payment method, name of item, the final price. After one time purchase, the vending machine will subtract the stock of the purchased item and automatically back to the start.



Useful learning resources

<https://technologyrediscovery.net/>

<http://jeyashreeavcm.blogspot.com/2014/10/state-diagram.html>

Ideas for future

- a) I should add a feature of using multiple amount cash to purchase (ex. Two 10\$ or one 5\$ + one 10\$)
- b) I probably could put some methods in Product and call it in VendingMachine to make main method more clear
- c) Design a future vending machine which can check food's calorie and composition...A vending machine may not just sell foods it can sell anything and it can through the screen to show user the popular ranking of items in this vending machine and may let user comment the item.