

• introduction

basically the project is about simple vendingmachining where a customer can enter the amount and then select the item from item menu,and then purchase the item after purchasing machine will give change and it also show and message when customer out of there money try to buy something

the project is completely on java swing and core java and software i used is netbeans i simply maded panel by drag and drop feature of swing in netbeans

In my project

1. My public/main class VendingMachine
2. My panel heading "VendingMachine".
3. my panel title "vendingmachine".
4. for purchase , cancel, clear: i used simple button.
5. for Insert money, change : i used labels.
6. and to take the value for insert money i used textfield(for both insert money and change).

• Problem Statement

1. to design a Vending Machine which.
2. Accepts amount
3. Allow user to select products Coke, Pepsi, Soda etc.
4. After selection gives change back.
5. Allow reset operation for vending machine supplier.
6. ALLow cancel the processes.

- **Implementation in clear button//**

```
private void clearBtnActionPerformed(java.awt.event.ActionEvent evt)
// clear all selections and text field
spriteRB.setSelected(false);
cokeRB.setSelected(false);
mirindaRB.setSelected(false);
redbullRB.setSelected(false);
pepsiRB.setSelected(false);
waterRB.setSelected(false);

moneyTF.setText(" ");
changeTF.setText(" ");
```

- **Implementation in purchase button.**

```
private void spriteRBActionPerformed(java.awt.event.ActionEvent evt)

// changing radio button to select only one
if (spriteRB.isSelected())
cokeRB.setSelected(false);
mirindaRB.setSelected(false);
redbullRB.setSelected(false);
pepsiRB.setSelected(false);
waterRB.setSelected(false);
```

- **Implementation in cancel button.**

```
private void cancelBtnActionPerformed(java.awt.event.ActionEvent evt)

// cancel selections
System.exit(0);
```