



Currency module :

- o deposit : represent amount of ~~note~~ note/coin inserted ,
1 is Rm 0.10 , 2 is Rm 0.20 , ... 10 is Rm 1 , 50 is Rm 5
up to 500 for Rm 50 .
- o deposited : signal indicating note/coin inserted
- o change : dispense the balance after purchase , assuming
always enough note/coin to dispense .
- o refund : signal to dispense last inserted note/coin
if the total inserted note/coin is larger
than Rm 50
- o depositall : store the inserted note/coin on purchase ~~and~~

Front panel module

- o select : represent button for selecting the product ,
max 32
- o selected : signal to indicate one of the button is pressed
- o cancel : to cancel purchase process , set ^{all} money back

Maintenance switch

- o maintenance : signal to enter maintenance mode
- o price : key in price , assume there is keypad , and
press select button to change the price of
that particular product

Product Dispenser

- o product : represent the ~~turn~~ selected product number
to dispense .

reset

S-init

S-wait

maintenance

cancel

selected

deposited

S-maintenance

S-select

S-deposit

S-cancel

maintenance

purchase

S-purchase

