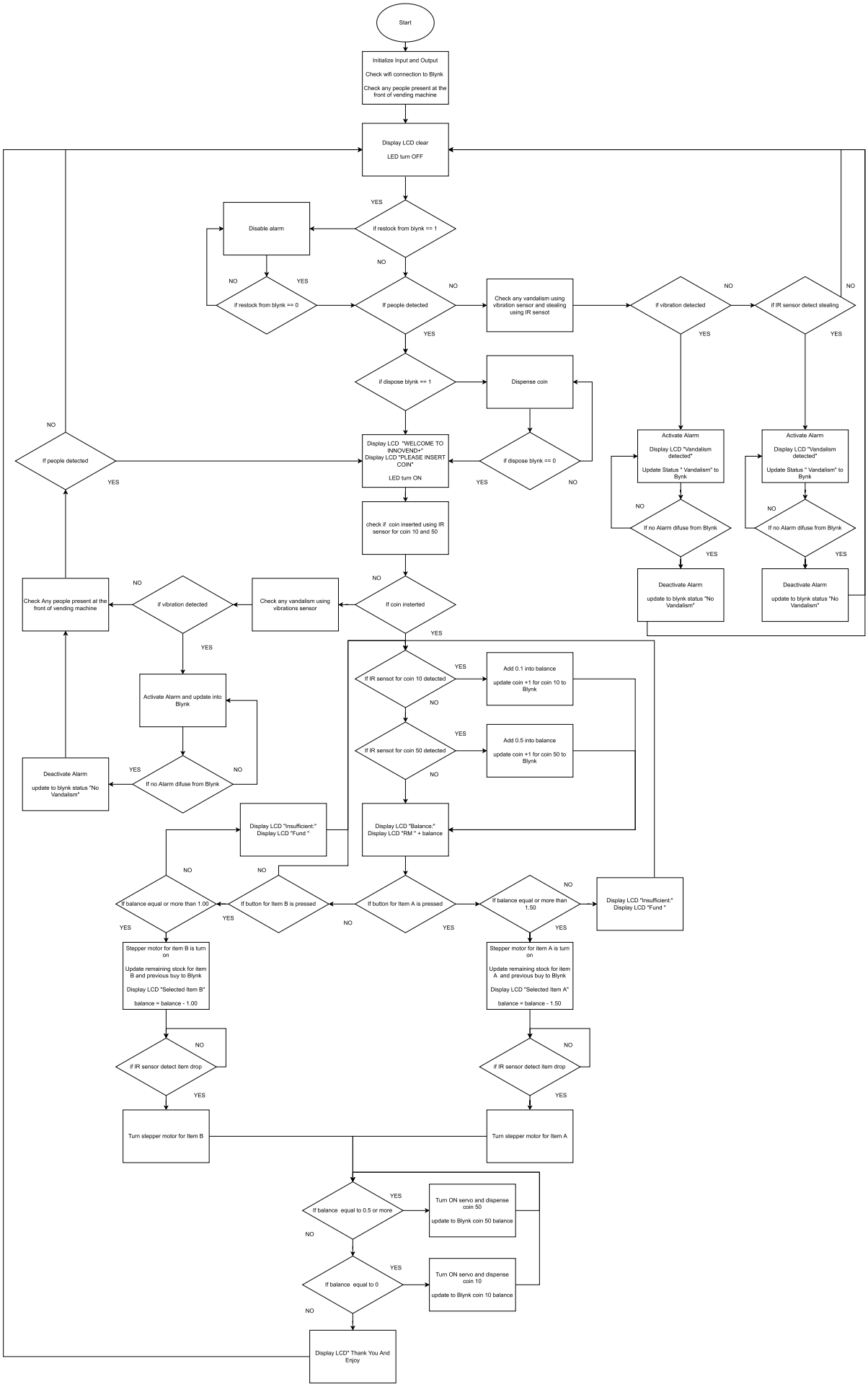
Start
Initialize Input and Output
Check wifi connection to Blynk
Check any people present at the front of vending machine
Display LCD clear
LED turn OFF
if restock from blynk == 1
Disable alarm
if restock from blynk == 0
If people detected
Check any vandalism using vibration sensor and stealing using IR sensot
if vibration detected
if IR sensor detect stealing
Activate Alarm
Display LCD "Vandalism detected"
Update Status " Vandalism" to Bynk
If no Alarm difuse from Blynk
Deactivate Alarm
update to blynk status "No Vandalism"
if dispose blynk == 1
Dispense coin
if dispose blynk == 0
Display LCD. "WELCOME TO INNOVEND+"
Display LCD "PLEASE INSERT COIN"
LED turn ON
check if coin inserted using IR sensor for coin 10 and 50
If coin insterted
Check any vandalism using vibrations sensor
if vibration detected
Check Any people present at the front of vending machine
Activate Alarm and update into Blynk
If no Alarm difuse from Blynk
Deactivate Alarm
update to blynk status "No Vandalism"
If IR sensot for coin 10 detected
Add 0.1 into balance
update coin +1 for coin 10 to Blynk
If IR sensot for coin 50 detected
Add 0.5 into balance
update coin +1 for coin 50 to Blynk
Display LCD "Balance:"
Display LCD "RM " + balance
Display LCD "Insufficient:"
Display LCD "Fund "
If balance equal or more than 1.00
If button for Item B is pressed
If button for Item A is pressed
If balance equal or more than 1.50
Stepper motor for item B is turn on
Update remaining stock for item B and previous buy to Blynk
Display LCD "Selected Item B"
balance = balance - 1.00
Stepper motor for Item A is turn on
Update remaining stock for item A and previous buy to Blynk
Display LCD "Selected Item A"
balance = balance - 1.50
if IR sensor detect item drop
Turn stepper motor for Item B
Turn stepper motor for Item A
If balance equal to 0.5 or more
Turn ON servo and dispense coin 50
update to Blynk coin 50 balance
If balance equal to 0
Turn ON servo and dispense coin 10
update to Blynk coin 10 balance
Display LCD" Thank You And Enjoy
YES
NO