

Snack food machine =
drink machine

(1)

- * Take money
 - * dispense drink
 - * return all change
 - * return correct change
 - * Detect denominations of coin & bills
 - * reject invalid currency
 - * Indication when sold-out
 - * theft/damage indication
-

Machine states

- * Idle
- * Money inserted
- * Dispense drink & return change
- * change return
- * validate state
- * Alarm & Lock-up



Embedded Systems

Sensor

- * Accelerometer
- * coin return button
- * coin insert
- * button selection
- * drink sensor
- * stock level

Lecture 19

Interrupt

(3)

- * shake level (-dig)
- * digital
- * digital (size)
- * digital (specific)
- * digital
- * No