



Distributed Vending machine

1st Cycle
Development



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Refine Layered Architecture

GUI Layer

GUI

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Controller

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Msg

Card

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Product

Pair

JVM

Demo

The screenshot displays a Java Swing application interface and its development environment. The application window on the left features a grid of 18 product images, each with a label and a price of 1000. The products are arranged in 6 rows and 3 columns. Below the grid is a numeric keypad with buttons for digits 1-9, 0, and a 'C' button. A 'CARD' button is located at the bottom. The IDE on the right shows the source code for Controller_2.java, which includes methods for handling user input and product selection. The output console at the bottom right shows the execution results, including the selected product name and the state of the 'CARD' button.

Product Name	Price
1. 스프라이트	1000
2. 파워에이드	1000
3. 판타	1000
4. 핫식스	1000
5. 몬스터	1000
6. 코카콜라	1000
7. 게토레이	1000
8. 밀키스	1000
9. 실론티	1000
10. 데자와	1000
11. 마운틴듀	1000
12. 포카리스웨트	1000
13. 이프로	1000
14. 솔의논	1000
15. 갈아만든배	1000
16. 초췌매실	1000
17. 레쓰비	1000
18. 비락식혜	1000

```
public void callCancel() {
    cancel_flag = true;
    GUI.input_screen.setText("");
}

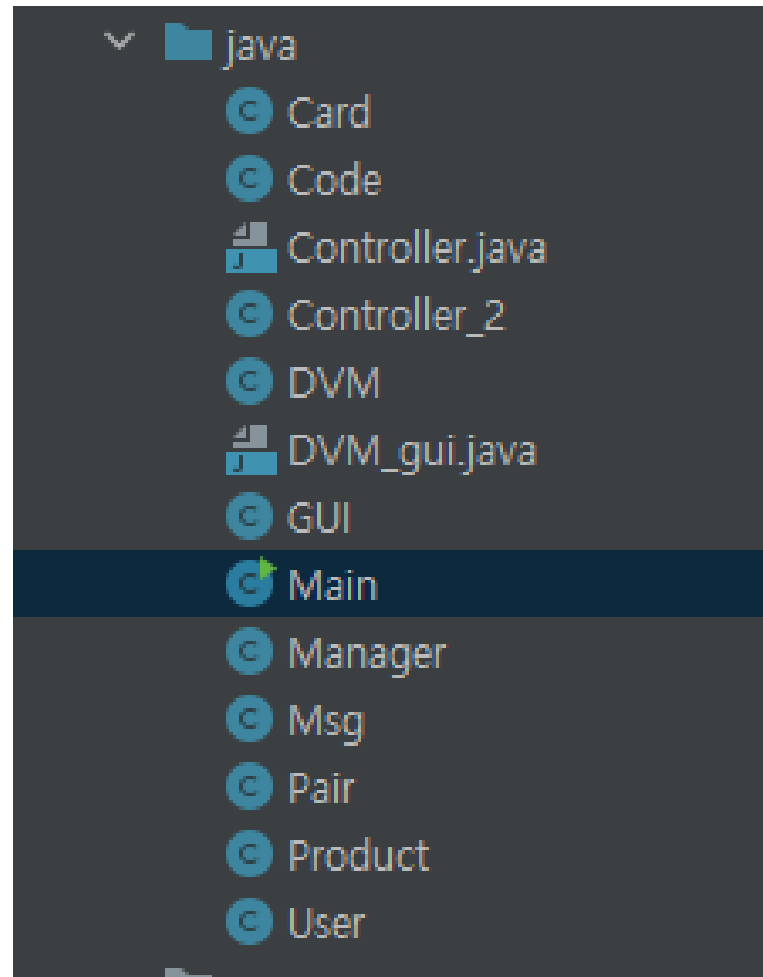
public void callEnter(String inputs) {
    this.inputs = inputs;
    GUI.input_screen.setText("");
    enter_flag = true;
}

public String getInputs() { return this.inputs; }
public DVM[] getDVM() { return dvm; }
```

Run: Unnamed x

```
false 0 0 1000 src/images/6.jpg 6 코카콜라
false 0 0 1000 src/images/7.jpg 7 게토레이
false 0 0 1000 src/images/8.jpg 8 밀키스
false 0 0 1000 src/images/9.jpg 9 실론티
false 0 0 1000 src/images/10.jpg 10 데자와
true 0 0 1000 src/images/11.jpg 11 마운틴듀
true 0 0 1000 src/images/12.jpg 12 포카리스웨트
true 1 0 1000 src/images/13.jpg 13 이프로
true 0 0 1000 src/images/14.jpg 14 솔의논
true 0 0 1000 src/images/15.jpg 15 갈아만든배
true 1 0 1000 src/images/16.jpg 16 초췌매실
```

Create Java File



Main.java

```
1  import java.io.*;
2  import java.util.Scanner;
3  import javax.swing.*;
4  |   Park, 2021-04-30 오후 8:55 • checkstyle 테스트
5  ▶ public class Main {
6  ▶     public static void main(String[] args) {
7
8         GUI DVM_GUI = new GUI();
9     }
10 }
```

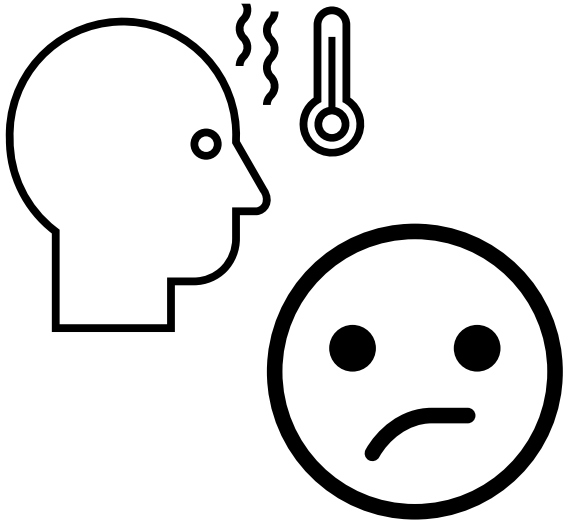
GUI.java

```
27     public GUI() {  
28         main_gui();  
29         cont.start_DVM(); //cont : controller instance  
30     } //default  
31
```

DVM Unit Test

```
8  >> public class DVMTest {
9      Controller_2 cont = new Controller_2();
10     DVM[] dvm = cont.getDVM();
11
12     @Test
13     > public void wrongMenuInput() {
14         int expected = -1;
15         int actual = dvm[0].selectMenu( inputs: "3", user_type: 1);
16
17         assertEquals(expected, actual);
18     }
19
20     @Test
21     > public void wrongMenuInput2() {
22         int expected = -1;
23         int actual = dvm[0].selectMenu( inputs: "12", user_type: 1);
24
25         assertEquals(expected, actual);
26     }
```

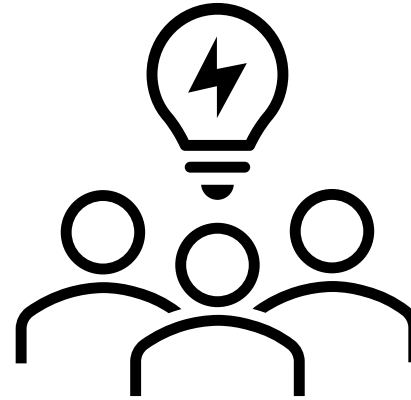

Failure Reason



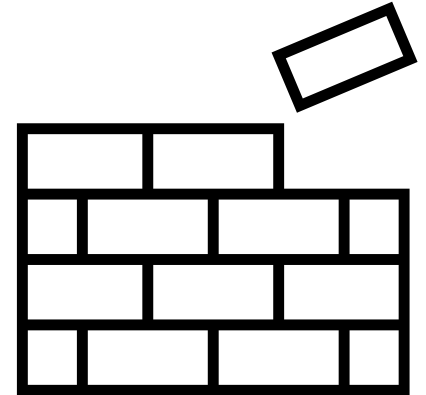
Absence of team member



Lack of development ability



Inefficient role-sharing



Frequent modification due to incorrect structural design

Thank
You

