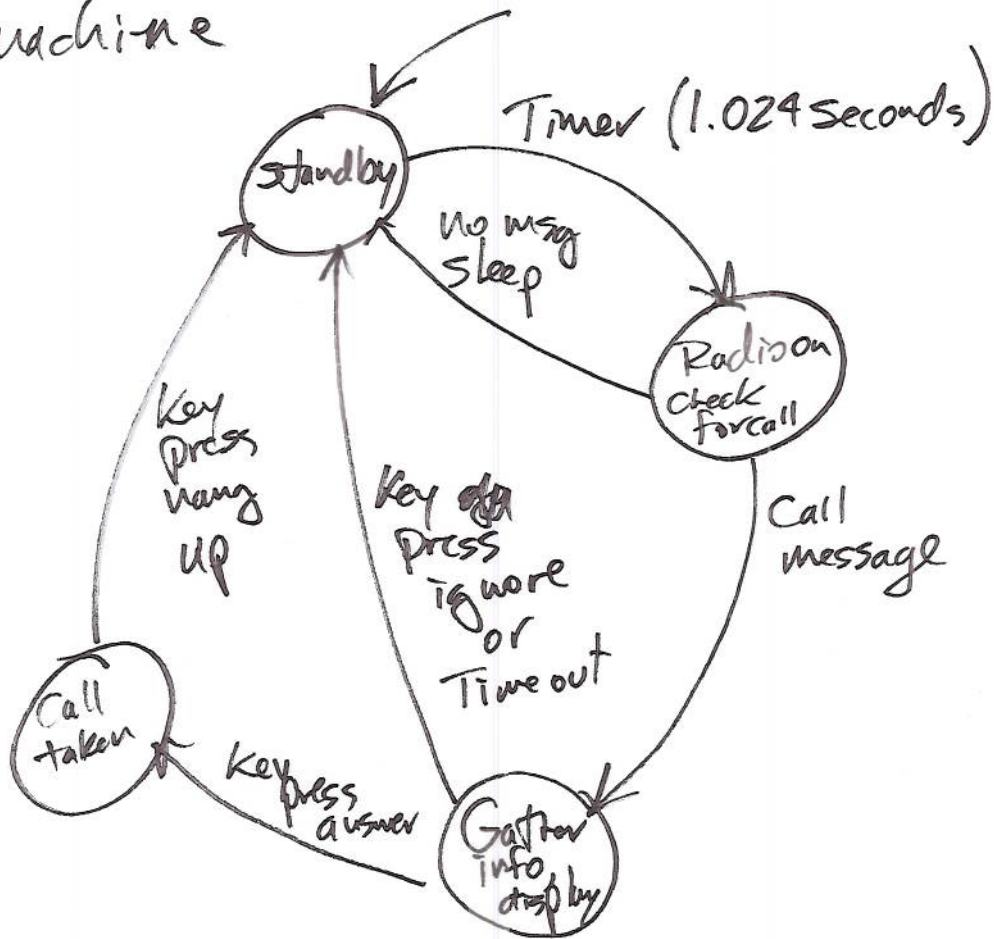


\* Demo / video Lab 4

\* Exam graded by Tuesday

\* state machine



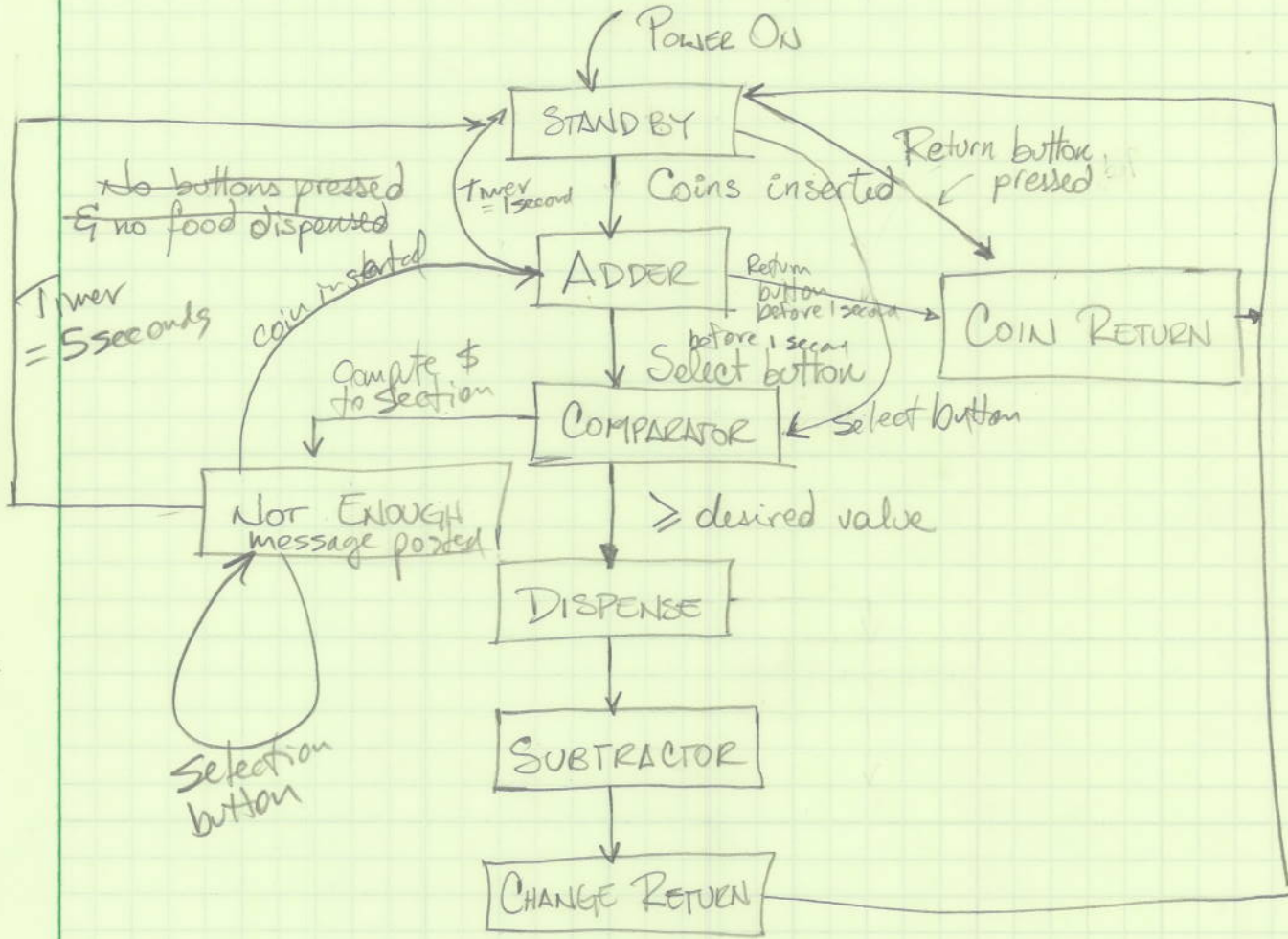
Give me a state machine for

Candy machine → electronic

- \* accept coins
- \* coin return button
- \* selection buttons
- \* vending food!

- \* return extra money (Change)
- \* Inform if not enough for selection

IN-CLASS ACTIVITY - ANA C. PISANI & ANTHONY HARRIS (2)



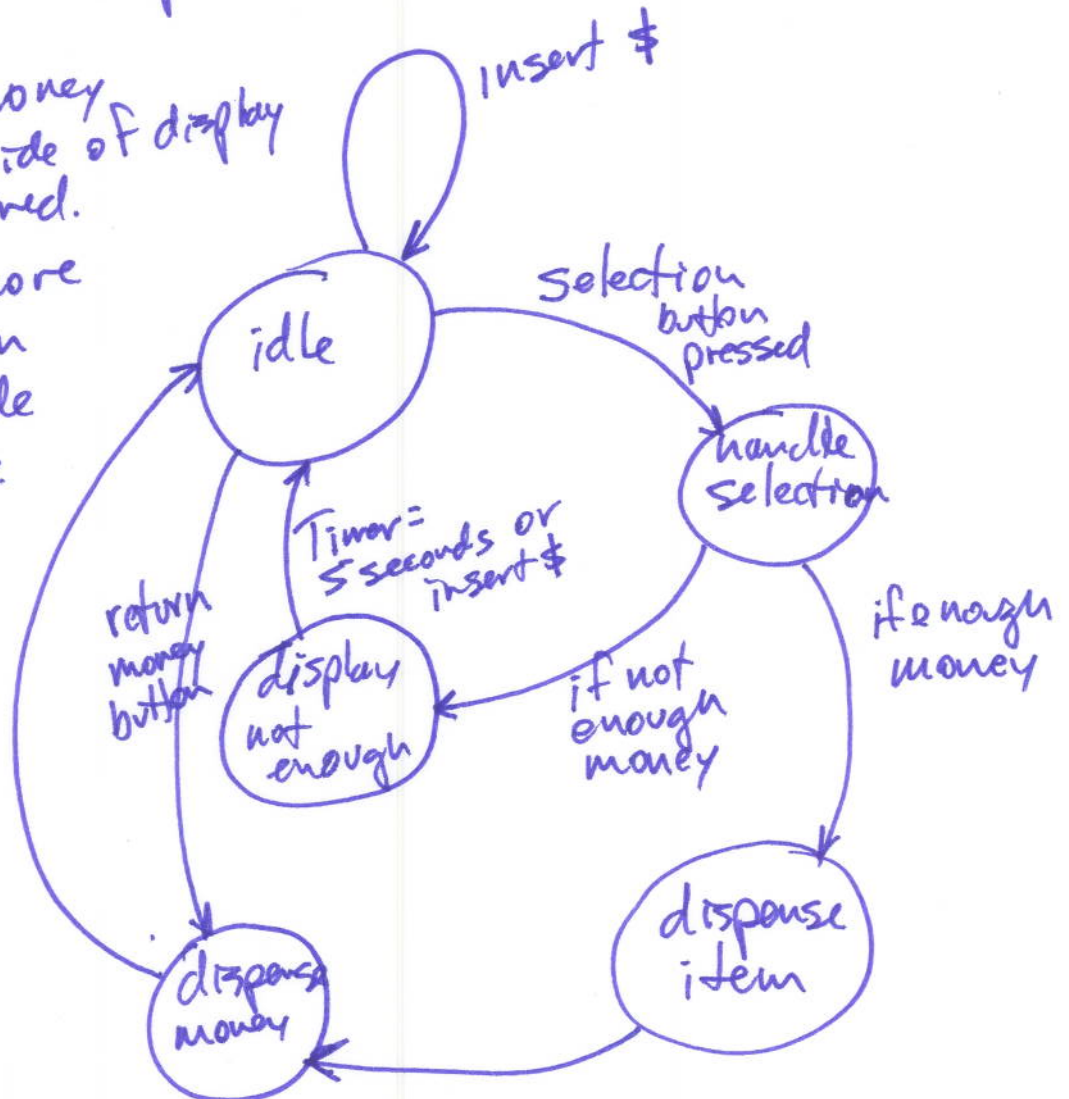
Coin inserted  
 Selection button  
 Timer  
 Return button

State machine  
states:

- idle
- handle selection
- display "not enough money"
- dispense item
- dispense money
- return

Assumption: money inserted outside of display or idle is returned.

Assumption: ignore money return button outside of idle state





#1

Move fwd  
Sense L, R, F  
Turn L, R  
180° turn

#2

Idle  
move fwd  
move Rev  
Move L  
Move R  
Check L, R, F  
check done

#3

idle  
rotate

#4

move fwd  
turn L  
Turn R  
check distances

#5

#2 + log data