



Cashless Coke Dispenser

GROUP 3

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Introduction

The coke dispenser we made is fully automatic. User will make payment through app and can choose between two drinks. And collect the drinks from the machine.

Implementation Details

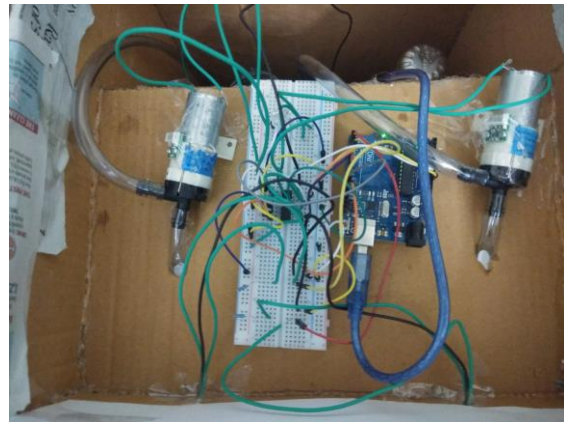
Vending machine is an IOT oriented project.

The system connects an arduino, push buttons, motors, motor driver (L293D), leds (to detect the working motor) and an app for payment.

The arduino has been pre-coded to run the motor for 15 seconds (i.e. time to fill one 250 ml glass) .Each push button triggers one motor. A Bluetooth module has been connected to arduino. The motor runs only when payment is done and runs only once for one payment cycle.

Our app has been designed and developed using Google's framework namely Flutter. With a simple and elegant user interface, our app can be used by anyone. We have integrated Instamojo Payment Gateway for making payments through app. Our app will let the user choose the no. of drinks and give an easy way to pay for the drinks. It will then store the payment information in firebase and send the information to the Bluetooth module.

Results



Conclusion

Automatic vending machines are the future of market as they eliminate the need for manpower and hard cash. Hence we have succeeded in making a mini model of the same.