

(Hardware project) Abstract in English

: The book vending machine with snacks project is an exciting business idea that brings together the world of reading and snacks. This machine is like a small mobile bookstore that provides instant service to users who want to buy a new book. The vending machine allows users to place orders through a keypad, specifying the desired items and quantities. The ordered items are displayed on a large LCD screen along with their respective prices. The machine offers snacks in various sizes to cater to different preferences. Payment can be made using card or mobile phone. If there are any empty stock, the machine can send a notification message to the owner. In addition, the machine features a locking system to ensure security and prevent unauthorized access. We used these component in our project : Arduino Mega The Arduino Mega board is used as the main controller of the machine We used these component because the number of bins more than Arduino Uno and its Not enough for our project, and DC Motor: A DC motor can be used to drive the vending mechanisms in the machine. It can be used to drive products, and the Arduino controls the start and stop of the motor by controlling its power signal and RFID , and Magnetic: can be used to lock and unlock the door in the machine. This project aims to promote a culture of reading and facilitate access to books in a fun and convenient way. And we focused on the elements being of multiple sizes and also it is possible for a person to request more than one request at the same time