

ARDUINO UNO BASED AUTOMATIC SNACK VENDING MACHINE

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ABSTRACT

In marketing some snack products, in Indonesia there are still many who use human power, this can certainly cut the cost of operating the store to pay employees. To solve the problem, in this Final Task a vending machine was created. This vending machine can only detect coins with 500 and 1.000 rupiah. To detect the amount of money put in by the buyer, here the author utilizes a timer of arduino and several magnets to calculate the speed of coins inserted into the coin celah by the buyer. As a result of testing this tool, vending machine is able to service the purchase transaction of cereal type snacks with a time of ranging from 12 seconds per transaction, the type of snack beng beng with a time of about 15 seconds per transaction and a type of slai olai snack with a transaction time of about 11 seconds. The success rate of the testing that has been done against vending machines is 90% of 10 transactions.

Keywords: *Vending Machine, Arduino Uno, Magnet.*