1. Types of events:

|  |  |
| --- | --- |
| Event | Type |
| Time for user to pay for the flight. | Temporal |
| The user cancels/changes hotel or car rental reservation. | External |

1. Events with Use cases:

|  |  |  |
| --- | --- | --- |
| Event | Type | Use case |
| Time for user to pay for the flight. | Temporal | Notifying user to pay |
| The user cancels/changes hotel or car rental reservation. | External | Cancelling/Changing reservation |

1. Use case description:

|  |  |  |
| --- | --- | --- |
| Use case | Actor | Description |
| Notifying user to pay | System | System notifies the passenger to pay for the flight after two days from the initial reservation. |
| Cancelling/Changing reservation | Customer | The customer/passenger/user can cancel/change the hotel/car rental reservation - with full refund - at least two days before the starting day. |

1. Matrix use cases and domain classes:

|  |  |  |
| --- | --- | --- |
| Use case  Vs.  Domain class | System | Customer |
| Notifying user to pay | R |  |
| Cancelling/Changing reservation | U | U |