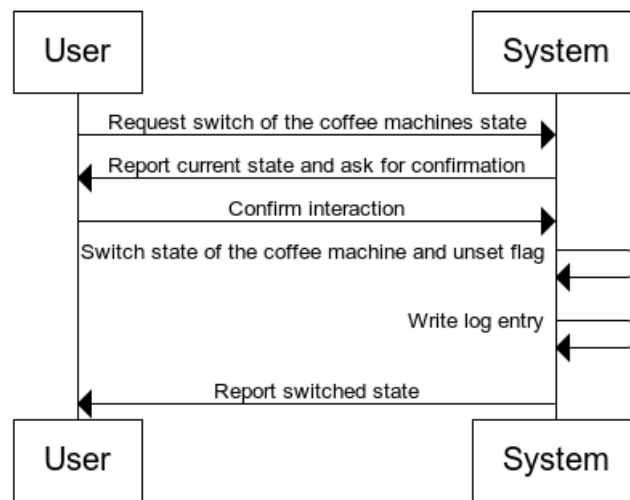


1 Switching the State of the Coffee Machine

Description	The user goes through this use case whenever they request activation or deactivation of the coffee machine through the interface.
Actors	User
Preconditions	The application is started and the user is logged in. The user is currently on the page for switching the state of the coffee machine.
Basic Flow	<ol style="list-style-type: none">1. The user requests switch of the coffee machines state through the user interface.2. The system writes a log entry for the activity of the user with the current time and date.3. The system notifies the modified state of the coffee machine through the interface.4. The system notifies the modified state of the coffee machine via the LED light.
Postconditions	The flag indicating if the machine is filled located on the main page is not set anymore, and the system notifies the user of the state switch.

Switching the Coffee Machines State

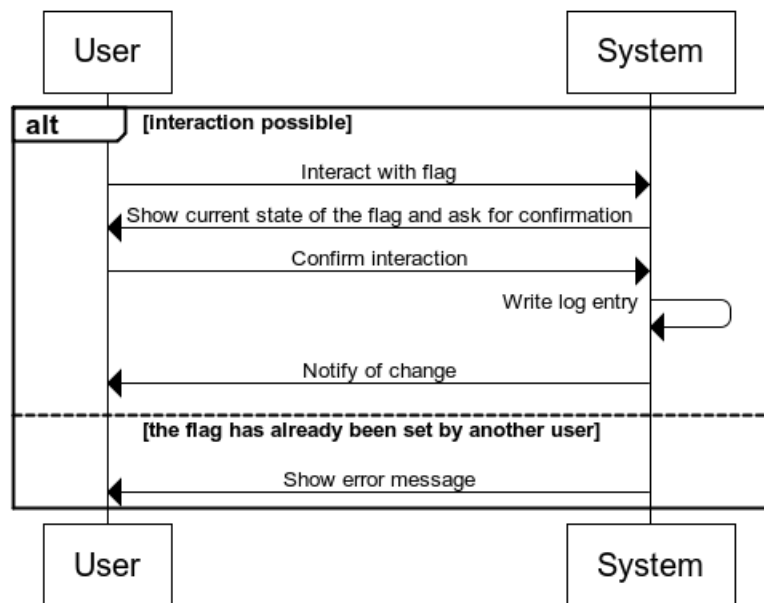


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2 Set Flag

Description	On the main page a flag should be settable by the user to show if the coffee machine is filled with water and coffee beans.
Actors	User
Preconditions	The user is logged in to the system and is currently on the main page.
Basic Flow	<ol style="list-style-type: none">1. The user selects a flag to set by pressing on its button.2. The system asks the user if he wants to set the flag.3. The user confirms his choice.4. The system notifies the user of the change in the state of the flag by changing the button for setting the flag.5. The system notifies the user of the change in the state of the flag by letting the LED blink.6. The system writes a log entry for the activity of the user with the current time and date.
Exception Flows	<ol style="list-style-type: none">4 a) The flag has already been set to the desired state by another user<ol style="list-style-type: none">1. The system displays a error message.2. The use case is exited.

Set Flag



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