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| Stimuli | Response | Response Time |
| Open with key | Transition from (Down) state to (Under maintenance) state. | <5 seconds |
| Close with key | Transition from (Under maintenance) state to (Down) state. | <5 seconds |
| Turn on | Transition from (Down) state to (Idle) state  Action: display “Hello”, display balance, display  available ingredients.  Turn on water heater. | <1 second |
| Turn off | Transition from any state to (Down) state.  Action: display “Thank you Goodbye :)” | <2 seconds |
| Insert money | Transition from (Idle) state to (Validating money) state. | <3 seconds |
| Money authenticated | Transition from (Checking money condition) sub-state to (Checking money value) sub-state. | <5 seconds |
| Money valid | Transition from (Validating money) state to (Idle) state.  Action: display balance, display available ingredients, accumulate balance. | <2 seconds |
| Money invalid | Transition from (Validating money) state to (Idle) state.  Action: display balance, display “Bad money condition”, display available ingredients, return money. | <3 seconds |
| Initiate selection | Transition from (Idle) state to (Waiting for selection) state. | <2 seconds |
| Cancel order | Transition from (Waiting for selection) state to (Idle) state.  Action: display balance, display available ingredients, return money. | <5 seconds |
| Select type | Transition from (Waiting for selection) state to (Waiting for selection) state.  Activity: display selections. | <1 second |
| Select size | Transition from (Waiting for selection) state to (Waiting for selection) state.  Activity: display selections. | <1 second |
| Select sugar | Transition from (Waiting for selection) state to (Waiting for selection) state.  Activity: display selections. | <1 second |
| Click start [balance<price, coffee type is not selected, ingredients selected are not sufficient] | Transition from (Waiting for selection) state to (Waiting for selection) state. | <1 second |
| Click start [balance>=price, coffee type is selected, ingredients selected are sufficient] | Transition from (Waiting for selection) state to (Preparing coffee) state.  Action: display “Wait for your drink”  Activity: retrieving cup. | <1 second |
| Cup retrieved | Transition from (Retrieve cup) sub-state to (Retrieve coffee) sub-state.  Activity: retrieving coffee. | <1 second |
| Coffee retrieved | Transition from (Retrieve coffee) sub-state to (Retrieve sugar) sub-state.  Activity: retrieving sugar. | <1 second |
| Sugar retrieved | Transition from (Retrieve sugar) sub-state to (Retrieve water) sub-state.  Activity: retrieving water. | <1 second |
| Order components retrieved | Transition from (Extract needs) sub-state to (Mixing ingredients) sub-state.  Activity: mix ingredients. | <3 seconds |
| Ingredients mixed | Transition from (Mixing ingredients) sub-state to ( Pouring coffee) state.  Activity: pouring coffee. | <2 seconds |
| Pouring finished | Transition from (Pouring) state to (Idle) state.  Action: return change (if any), extract drink, display balance, display available ingredients. | <5 seconds |
| Sensor detects temperature below threshold | Transition from (Not heating) state to (Heating) state.  Activity: heat water tank. | <2 minutes |
| Sensor detects temperature above threshold | Transition from (Heating) state to (Not heating) state.  Action: stop heating. | <2 minutes |