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| Use – Case | Add Ticket | |
| Primary Actor | Player | |
| Precondition | Player has selected option “1” from main menu. | |
| Post - Condition | The game records the ticket of a set of numbers within in given range and the owner’s name. | |
| Flow of Events | **Actor’s Input** | **System’s Response** |
|  | Chose numbers for a ticket and enter a player’s name. |  |
|  |  | Stores the ticket to a program. |
| Alternative Flow | Condition: Numbers didn’t create a valid ticket. | |
|  | **Actor’s Input** | **System’s Response** |
|  |  | Alert the player about invalid numbers on the ticket. |
|  |  | Return to the main menu. |

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| Use – Case | Draw Number | |
| Primary Actor | Player | |
| Precondition | Player has selected option “2” from main menu. | |
| Post - Condition | The game records random numbers to a special ticket as jackpot numbers. | |
| Flow of Events | **Actor’s Input** | **System’s Response** |
|  |  | Stores all six random numbers to the program. |
|  |  | Display numbers to the screen. |

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| Use – Case | Show Ticket | |
| Primary Actor | Player | |
| Precondition | Player has selected option “3” from main menu with lottery numbers drawn and at least 1 ticket in play. | |
| Post - Condition | The game displays the lottery number and lists all tickets including the number of hits. | |
| Flow of Events | **Actor’s Input** | **System’s Response** |
|  |  | Displays the lottery, all tickets, and total hits for each ticket. |
| Alternative Flow | Condition: Lottery not drawn | |
|  | **Actor’s Input** | **System’s Response** |
|  |  | Draw all 6 lottery numbers and store them. |
|  |  | Displays the lottery, all tickets, and total hits for each ticket. |
|  | Condition: No tickets | |
|  | **Actor’s Input** | **System’s Response** |
|  |  | Tells the player to enter a ticket. |
|  |  | Return to the main menu. |

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| Use – Case | Exit Game | |
| Primary Actor | Player | |
| Precondition | Player has selected option “0” from main menu. | |
| Post - Condition | The program terminates. | |
| Flow of Events | **Actor’s Input** | **System’s Response** |
|  |  | Display a thank you message. |

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| Use – Case | Enter Numbers | |
| Primary Actor | Player | |
| Precondition | Player enters a ticket | |
| Post - Condition | The game records the all numbers received to the ticket. | |
| Flow of Events | **Actor’s Input** | **System’s Response** |
|  | Integers from within given range |  |
|  |  | Stores the number to a ticket. |
| Alternative Flow | Condition: Numbers out of range of [1, 49], duplicated numbers, input not a number, or total numbers received is not exactly 6. | |
|  | **Actor’s Input** | **System’s Response** |
|  |  | Generates a message according to an error in player’s input. |