

SAMPLE USE CASE

Name of Use Case:	Purchase vending machine item		
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Description:	A customer inputs item code and appropriate money to purchase an item from a vending machine.		
Actors:	Customer, system		
Preconditions:	<ol style="list-style-type: none"> 1. Vending machine is completely stocked with products and money for change 2. Customer has money for purchase 		
Post-conditions:	<ol style="list-style-type: none"> 1. System receives funds for purchase of the item 2. Customer receives the item selected and purchased 3. Customer's wallet is reduced the amount the of money required for the item 		
Flow:	<ol style="list-style-type: none"> 1. Customer identifies product wanting to be purchased 2. Customer confirms funding is available 3. Customer inputs item code 4. System verifies cost of item and displays the amount required 5. Customer inserts money into the appropriate bill/coin slots 6. System subtracts total received from total until it is met or exceeded 7. System dispenses item 8. Customer retrieves item 		
Alternative Flows:	<ol style="list-style-type: none"> 4. In step 4, if customer inputs a code for an item not available <ol style="list-style-type: none"> 1. System will indicate "item not available" on digital display 2. Flow returns to normal when customer inputs an item that is in stock 7. In step 7 of the normal flow, if the customer inserts more than cost of the item <ol style="list-style-type: none"> 1. System dispenses item 2. System dispenses change 3. Flow returns to normal as customer retrieves item and change 		
Requirements:	The following requirements must be met before execution of the use case <ol style="list-style-type: none"> 1. Customer must confirm funds are available 		

