**Purchase a Snack Use Case**

**Basic Flow (when using cash - USD coins & notes-):**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer inserts the money.
5. The VM validates the money.
6. The VM accepts the money.
7. The VM displays the accumulated amount of money each time a new money is entered.
8. The VM monitors the amount of the accepted money, If the money is enough, the VM dispenses the selected snack to the customer.
9. The VM determines if any change should be sent back to customer.
10. The VM displays the change at panel.
11. Then, the VM dispenses change.

**Basic Flow (when using credit card):**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer uses his credit card.
5. The customer enters his card number.
6. The VM validates the card.
7. The VM accepts the card.
8. If the card balance is enough, the VM dispenses the selected snack to the customer.
9. The VM deducts the snack’s price from the card balance.

**Scenario 1: Unavailable Snack (Chosen Snack amount is 0):**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is unavailable for the selected number and to choose another one.
4. ###Continue from #2 in the *basic flow*.

**Scenario 2: Not enough change inside the machine:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer inserts the money.
5. The VM validates the money.
6. The VM displays a message telling the customer that there is not enough change to dispense and try again with a different payment method.
7. The VM dispenses the entered money from the customer so he can try another payment method.
8. ###Continue from #4 in the *basic flow*.

**Scenario 3: Unaccepted currency:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer inserts the money.
5. The VM validates the money.
6. The VM displays a message telling the customer that the currency of the entered money is not USD and to try again with a valid currency.
7. The VM dispenses the entered money from the customer so he can try another payment method.
8. ###Continue from #4 in the *basic flow*.

**Scenario 4: Customer inserted accepted money then unaccepted currency:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer inserts the money 1$ coin to buy 2$ snack - for example-.
5. The VM accepts the coin and asks to insert more money.
6. The customer inserts 1€ coin.
7. The VM displays a message that the inserted coin currency is not acceptable.
8. The VM dispenses the 1€ coin.
9. The VM asks to insert more money.
10. ###Continue from #4 in the *basic flow*.

**Scenario 5: Customer pressed “exit” or “q” after inserting some money:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer inserts the money 1$ coin to buy 2$ snack - for example-.
5. The VM accepts the coin and asks to insert more money.
6. The customer presses “exit” or “q” to cancel the order.
7. The VM cancels the order and dispenses the entered money (1$).

**Scenario 6: Customer chooses unavailable snack number:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects an unavailable number by pressing on the keypad.
3. The VM displays a message that the chosen snack’s number is unavailable.
4. The VM asks to try again with a valid snack number.

**Scenario 7: Customer enters invalid card number:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer uses his credit card.
5. The customer enters an invalid card number.
6. The VM displays a message that the entered number is invalid.
7. The VM asks to try again with another payment method.

**Scenario 8: Customer’s credit card balance is less than chosen snack’s price:**

1. This use case begins when the customer wants to purchase snacks.
2. The customer selects a number by pressing on the keypad.
3. The VM displays a message that the snack is available for the selected number and displays its price.
4. The customer uses his credit card.
5. The customer enters his card number.
6. The VM displays a message that the card balance is not enough to complete the order.
7. The VM asks to try again with another payment method.