Use Case Document

Name:	Start Session by touching screen.
Summary:	This is the beginning state of the program and the user interacts with the screen to start the program.
Version:	1.0
Preconditions:	There are no preconditions for this.
Triggers:	The end user touches the screen.
Main Success Scenario:	The screen will instruct user to insert cash.
Alternative Success Scenarios:	None.
Postconditions:	The user will input the cash and the program will begin.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Insert Cash
Summary:	This is the screenthat will prompt the user to insert cash.
Version:	1.0
Preconditions:	Before getting to this state the screen would have been in the start session by touching screen state.
Triggers:	User inserts the cash.
Main Success Scenario:	When the user inserts the cash the program will: 1. Verify if the bill is a one, five, or ten dollar bill. 2. If not a verified bill it will display the incorrect bill error.
Alternative Success Scenarios:	None.
Postconditions:	If the cash is validated correct then the program will prompt for change type.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Verify Bill
Summary:	This is where the program will verify if the bill that was inserted by the user is a correct bill.
Version:	1.0
Preconditions:	The precondition is that the user inserted bill.
Triggers:	Bill is inserted by user.
Main Success Scenario:	If the bill inserted is correct than the program will prompt the user to select the change type.
Alternative Success Scenarios:	None.
Postconditions:	If the cash is validated correct then the program will prompt for change type.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Display Incorrect Bill Error
Summary:	This is where the program will inform the user that the bill inserted was incorrect and the program will again be ready to accecpt a new bill.
Version:	1.0
Preconditions:	The precondition is that the user inserted bill.
Triggers:	Bill was inserted by the user and the bill was not verified as a correct bill.
Main Success Scenario:	If the program gets to this poing than the bill that was inserted by the user was not correct. This will be successful if that is the case and the program again prompts the user to insert a bill.
Alternative Success Scenarios:	None.
Postconditions:	The user will be prompted to insert another bill.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Choose change type
Summary:	This condition is when the bill inserted was a correct bill and now the user will have the option to select the change type requested.
Version:	1.0
Preconditions:	A user inserted a corect and verified bill.
Triggers:	Bill was inserted by the user and the bill was verified as a correct bill.
Main Success Scenario:	If this is successful, the program will prompt the user for the correct change type. The options are: 1. Disperse bills with change 2. Disperse change only.
Alternative Success Scenarios:	None.
Postconditions:	The program will check for vaild change.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Verify there is correct cash or change to disperse.
Summary:	The program will check that there is enough change in the machine to disperse to the user based on the choice of change chosen.
Version:	1.0
Preconditions:	Change type was selected.
Triggers:	The user selects the change type desired.
Main Success Scenario:	If there is enough change (bills or coin) then the program will disperse the change. If there is not enough chabge (bills or coin) then the program will go to the display not enough change error.
Alternative Success Scenarios:	None.
Postconditions:	Change dispersed.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Display not enough change error
Summary:	This is where the program will display to the user that there is not enough change (bills or coin) to disperse based on the bill that was inserted and the change type requested.
Version:	1.0
Preconditions:	Change type was selected amd not enough bills or coins to disperse.
Triggers:	Program verified not enough change to disperse.
Main Success Scenario:	The program will display that there is not enough change to disperse and refund the inserted bill.
Alternative Success Scenarios:	None.
Postconditions:	User prompted to insert bill.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Disperse Bills with Change
Summary:	This is the option that allows the user to receive bills and coin to be dispersed.
Version:	1.0
Preconditions:	Correct bill and enough cash and coin to disperse.
Triggers:	The user selected to have bills and change dispersed.
Main Success Scenario:	The change will be dispersed to the user.
Alternative Success Scenarios:	None.
Postconditions:	Program will be ready to disperse change.
Author:	Tyson Taylor
Date:	12/13/2019

Name:	Disperse change (coin) only.
Summary:	This is the option that allows the user to receive only coins to be dispersed.
Version:	1.0
Preconditions:	Correct bill and enough coin to disperse.
Triggers:	The user selected to coin dispersed.
Main Success Scenario:	The change will be dispersed to the user.
Alternative Success Scenarios:	None.
Postconditions:	Program will be ready to disperse change.
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Date:	12/13/2019

Name:	Disperse Change
Summary:	This is the last step in the program and where the chage is dispersed to the user.
Version:	1.0
Preconditions:	Correct bill verified and sufficient cash and/or coin available to disperse.
Triggers:	Validation of sufficient cash and/or coin available in machine.
Main Success Scenario:	The change will be dispersed to the user.
Alternative Success Scenarios:	None.
Postconditions:	Change dispersed and the program starts over.
Author:	Tyson Taylor
Date:	12/13/2019