# Use Case: Buy Ticket – Fully Dressed

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| Use Case name | **Buy Ticket** | | | |
| Actors | Customer | | | |
| Pre-conditions | None | | | |
| Post-conditions | Coins are in the pay station and the parking ticket with the parking time is printed. | | | |
| Frequency | Max 200 / hour | | | |
| Flow of events |  | **Actor** |  | **System** |
| 1. | A customer walks to the pay station to buy parking time. |  |  |
| 2. | The customer enters the first coin. | 3.  4. | Checks if the coin is valid  Registers payment and updates the display which shows how much time he has bought so far. |
|  |  |  | 5. | Displays the buttons BUY and CANCEL. |
| 6. | The customer enters the next coin. | 7.  8. | Checks if the coin is valid  Registers payment and updates the display which shows how much time he has bought so far. |
|  | *The customer repeats step 6 -8 until he is satisfied with the time bought* | | |
| 9. | The customer presses the button marked BUY | 10. Registers the purchase in the central database and prints the ticket. | |
|  |  | 11. The display is cleared to prepare for another transaction. | |
| Alternative flows |  |  | | |
|  | **6a. The customer enters coins of different, but accepted currencies.** | | |
|  |  | 1. Registers payment and updates the display which shows how much time he has bought so far. | |
|  | *The customer repeats step 1-3 until he is satisfied with the time bought* | | |
|  | **6b. The customer enters an illegal coin (not EUR or DKK).** | | |
|  |  |  | 1. Does not register payment and returns the coin to the customer, not updating the display. | |
|  |  | **9a. The customer presses the button CANCEL.** | | |
|  |  |  | 1. Does not register the purchase in the central database.  2. Returns the coins to the customer.  3. The display is cleared to prepare for another transaction. | |
| Special Requirements |  | The machine only accepts coins. The allowed currencies are EUR and DKK. | | |
|  | The response time to update the display should be as soon as the coin is validated. | | |
|  | The display should display the BUY and CANCEL buttons after the first coin is inserted. | | |