

4.a Sequence Diagram for The Scenario1

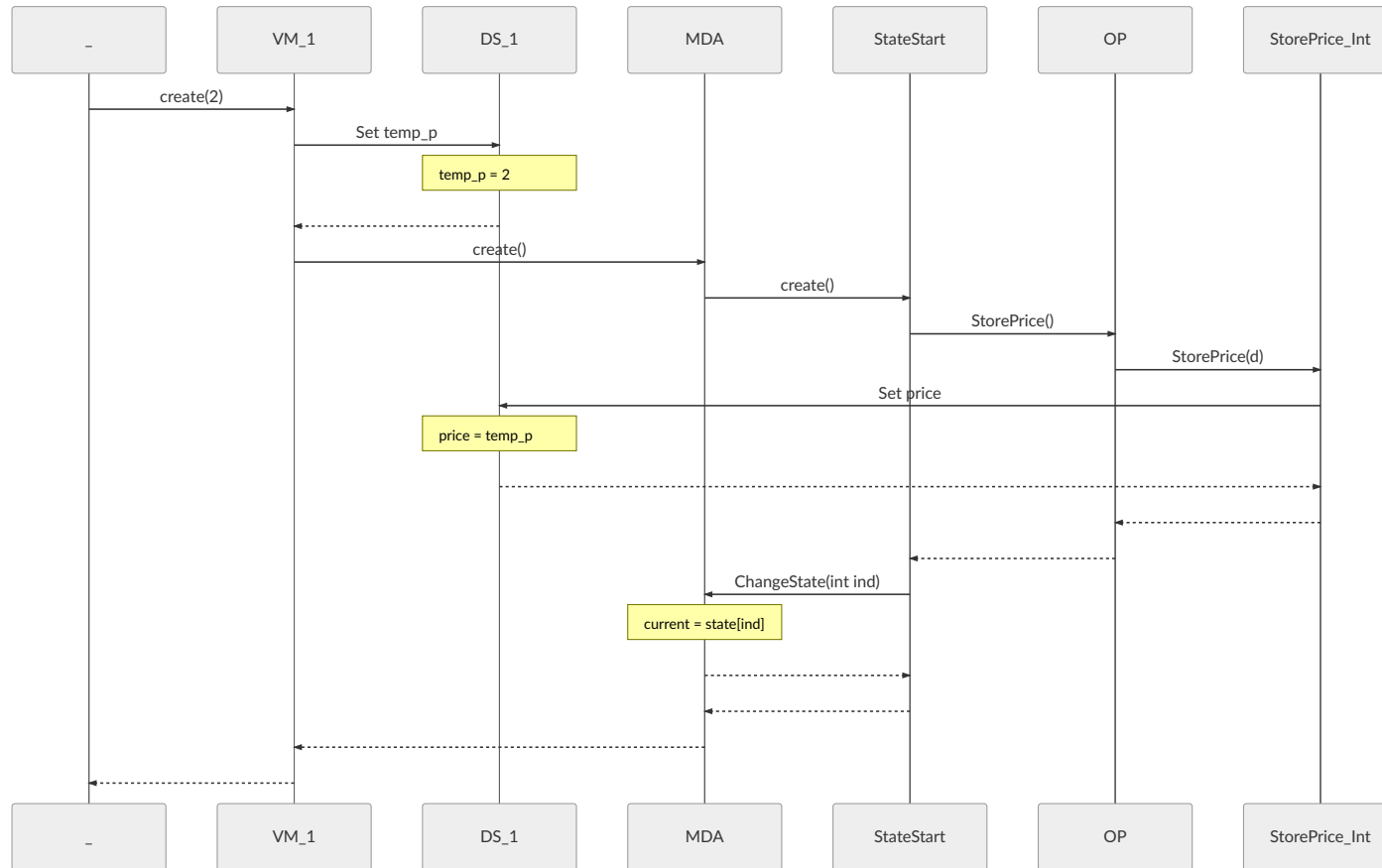
Sequence diagram for VM_1 and these actions:

create(2), insert_cups(20), card(7.2), sugar(), tea()

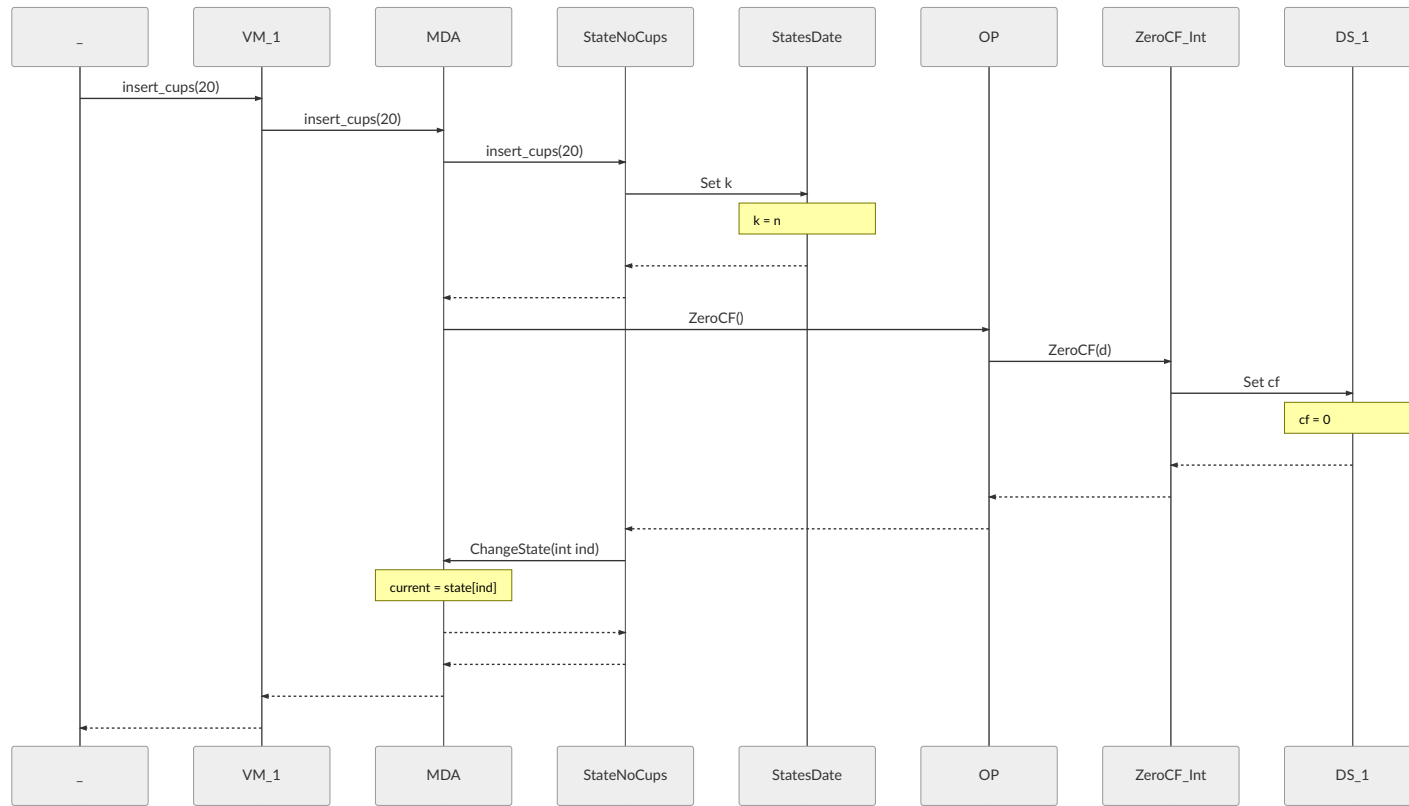
The empty class on the left symbolized an interaction with an entity out of the system (Software Requirement)

d is the OP pointer to DS_1 : DS_1 *d

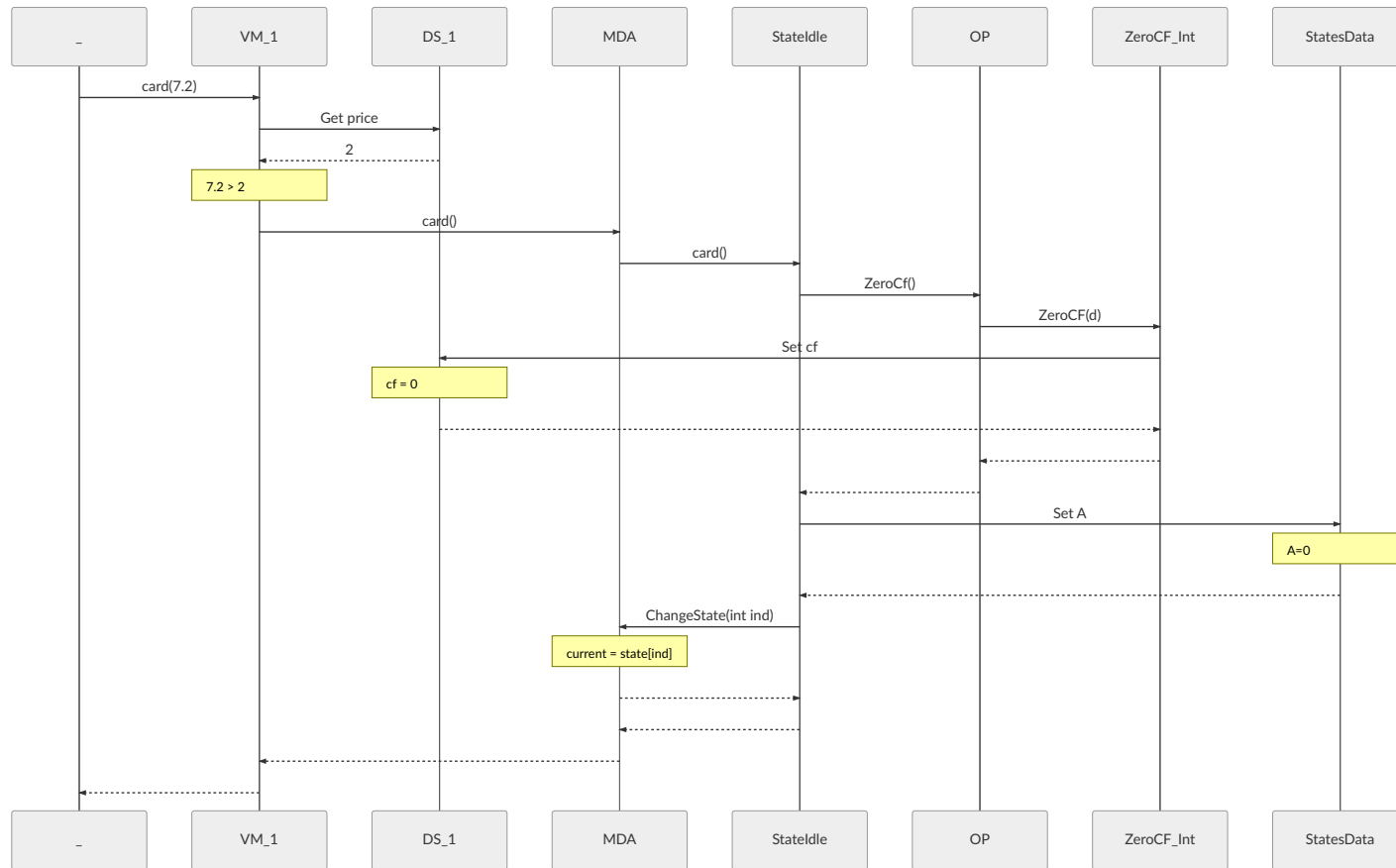
Current state is StateStart



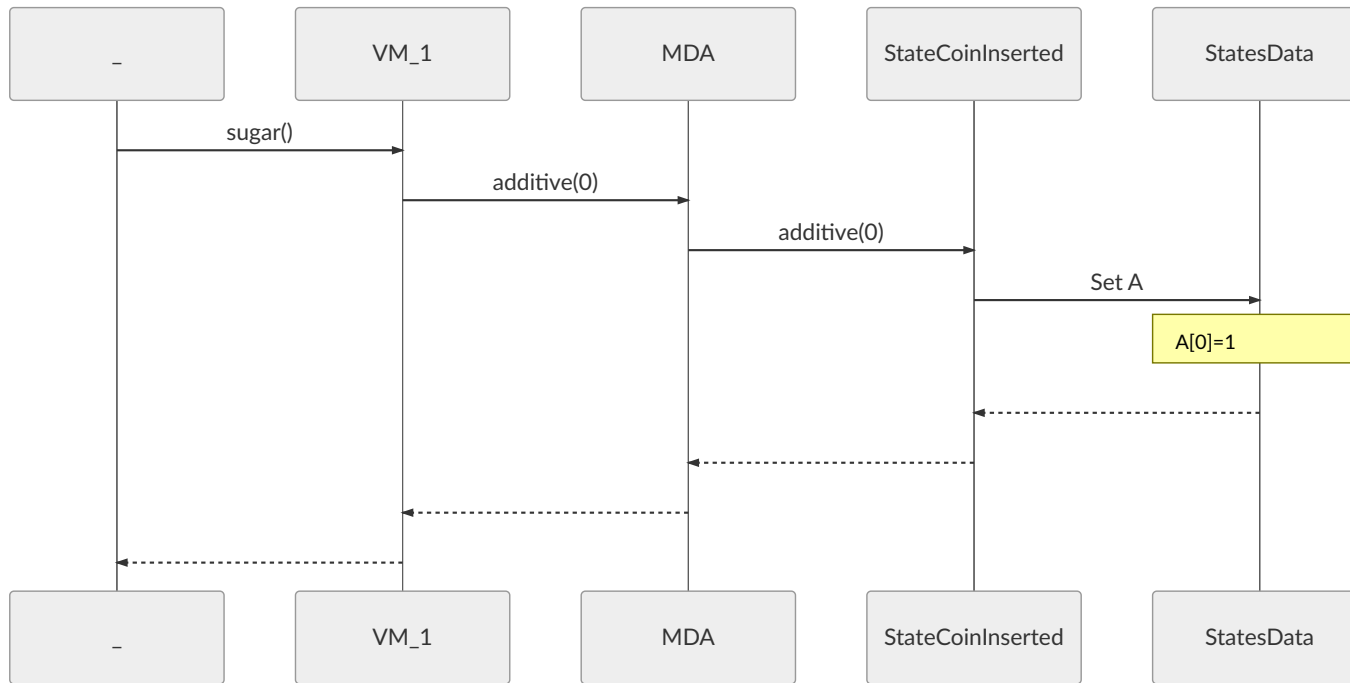
Current state is StateNoCups



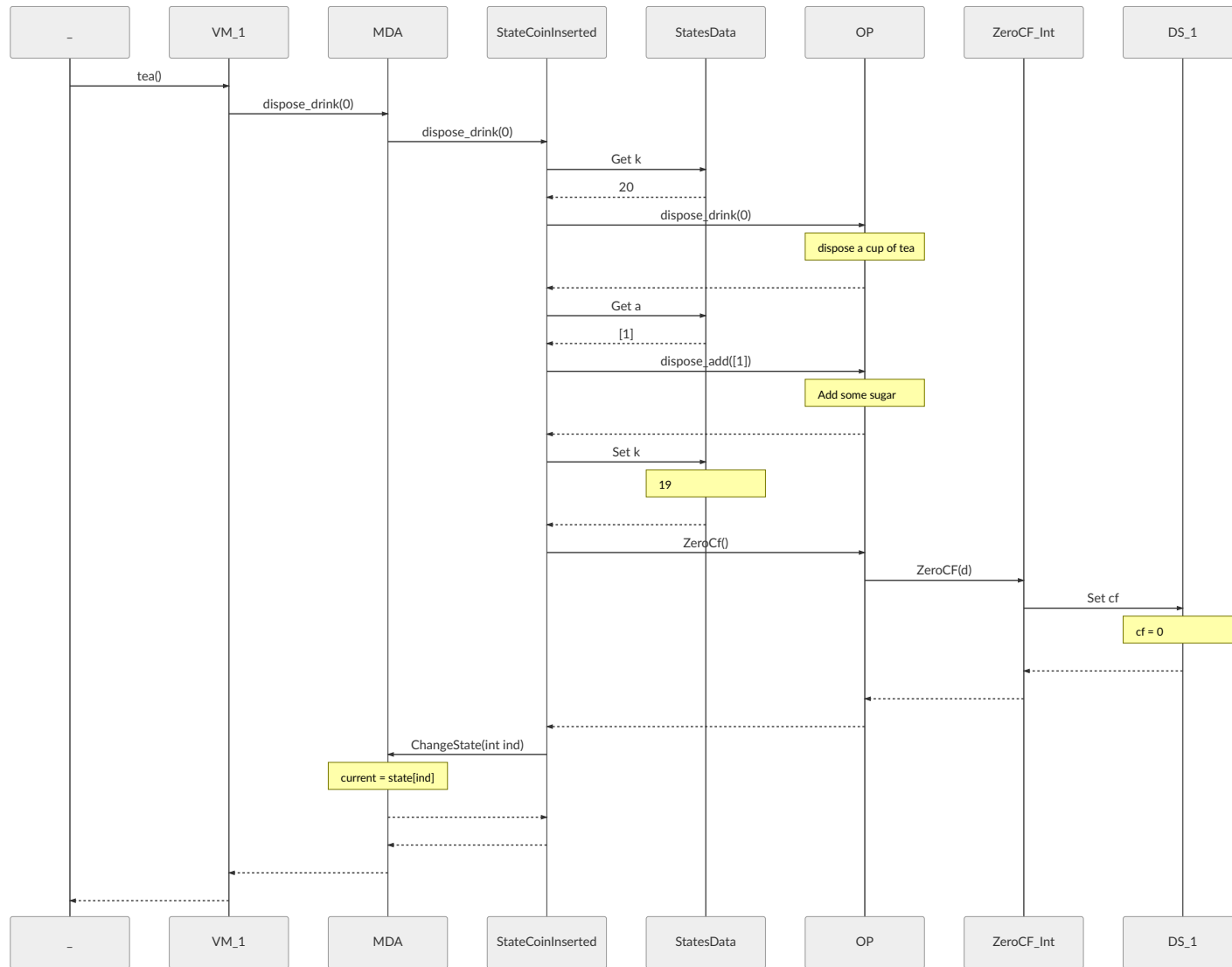
Current state is StateIdle



Current state is StateCoinInserted



Current state is StatCoinInserted



Current state is StateIdle

