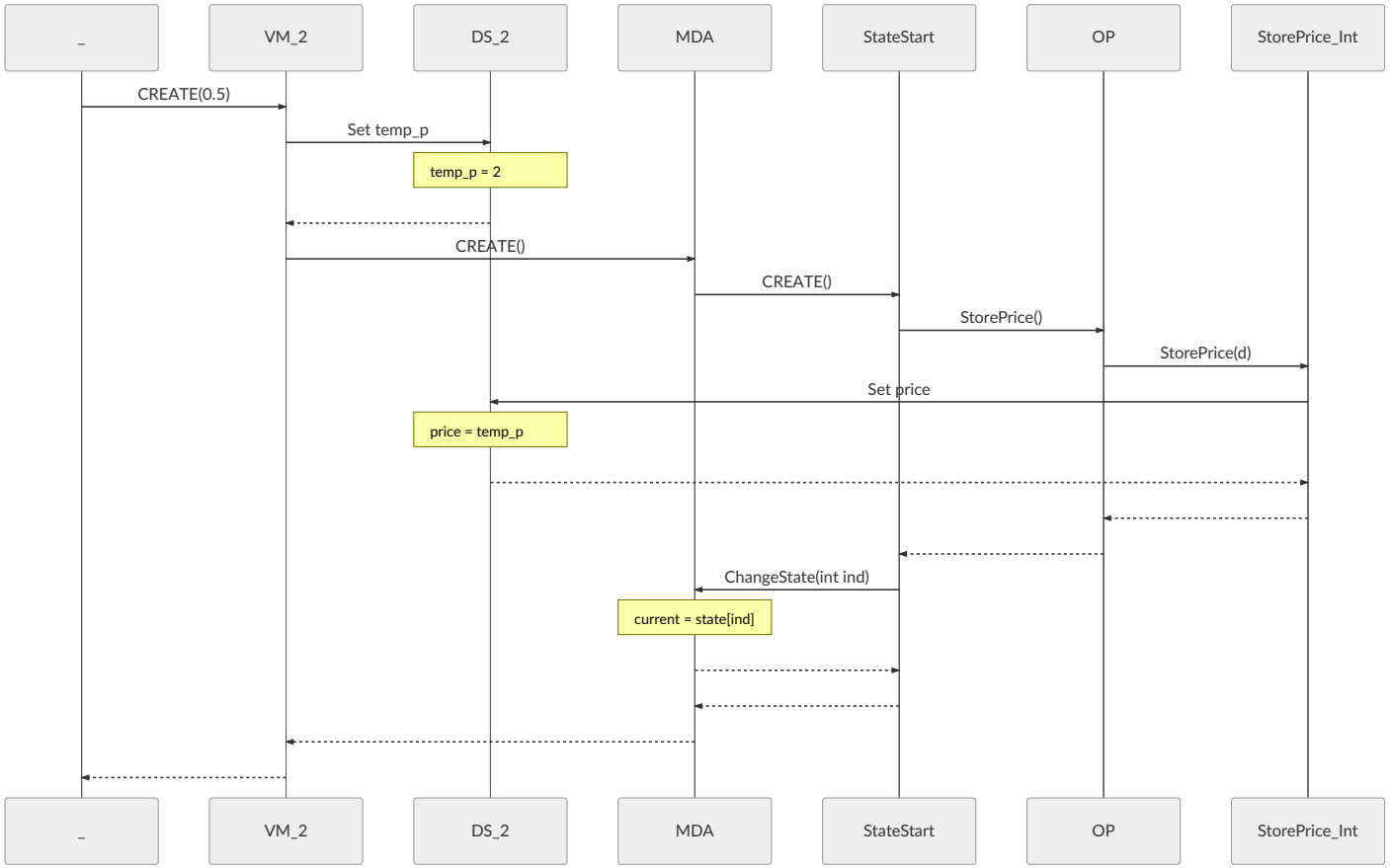
4.a Sequence Diagram for The Scenario2

Sequence diagram for VM_2 and these actions:
CREATE(0.5), InsertCups(1), COIN(0.25), COIN(0.25), CREAM(), COFFEE()

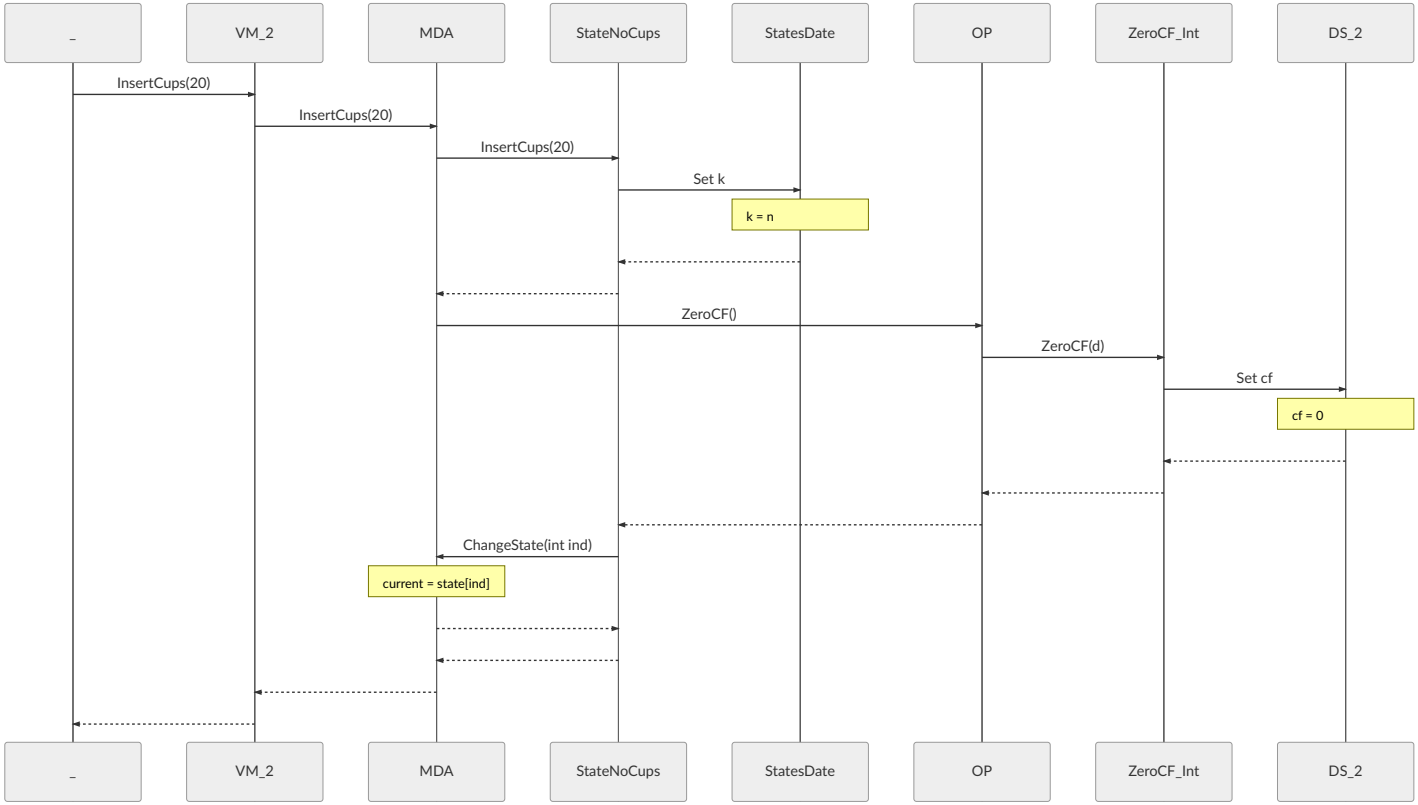
The empty class on the left symbolized an interaction with an entity out of the system (Software Requirement)

d is the OP pointer to DS_2 : DS_2 *d

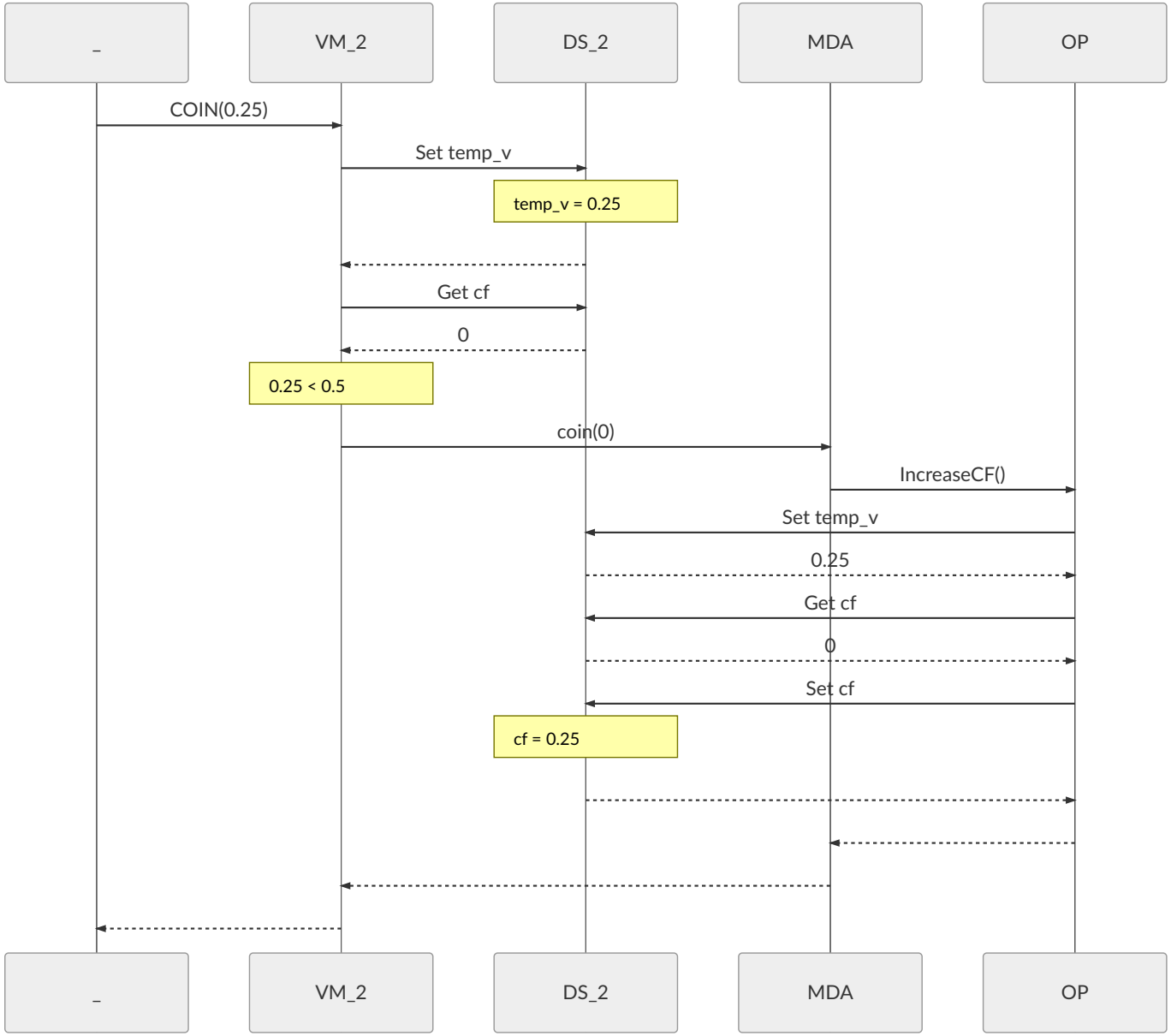
Current State is StateStart



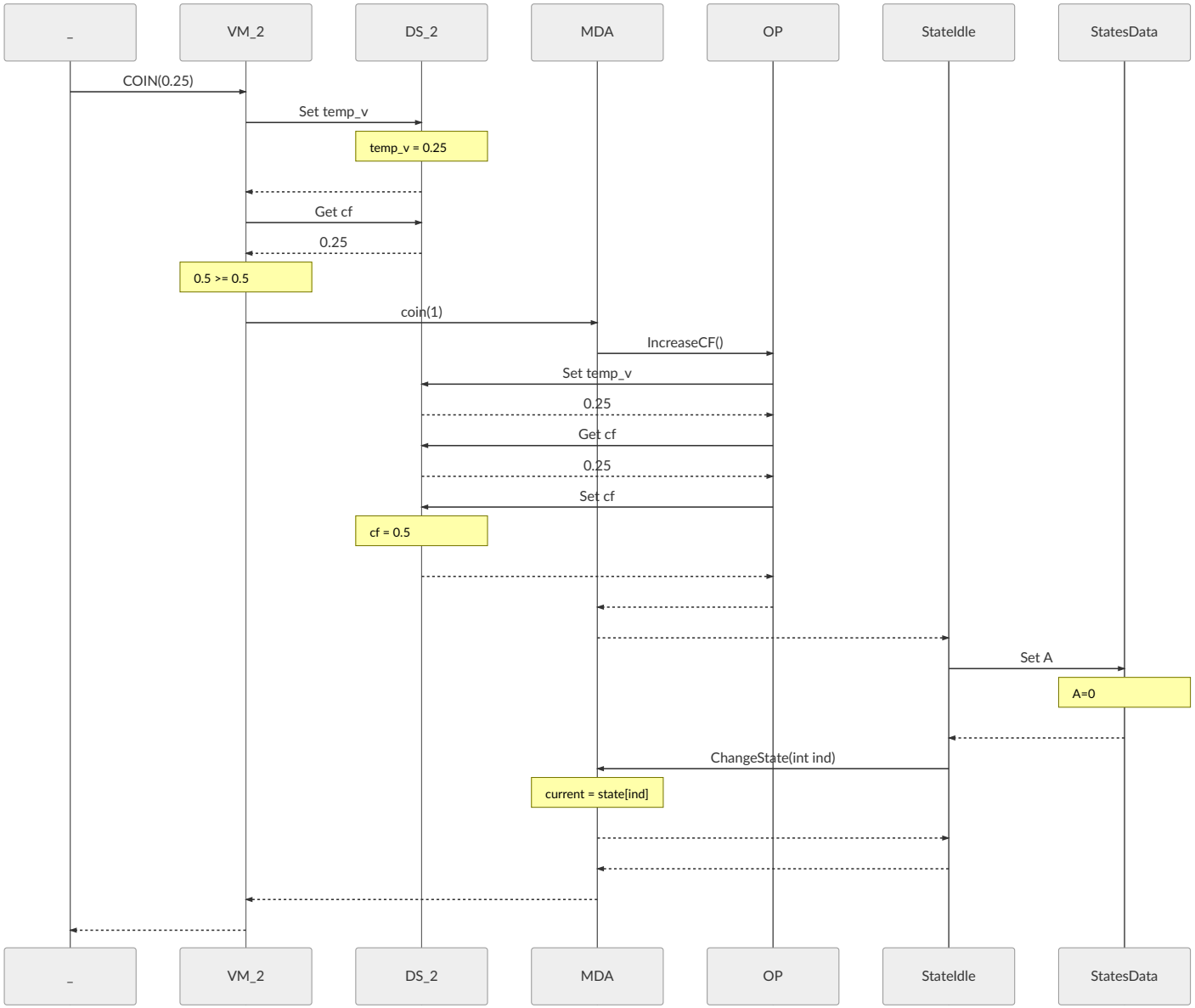
Current State is StateNoCups



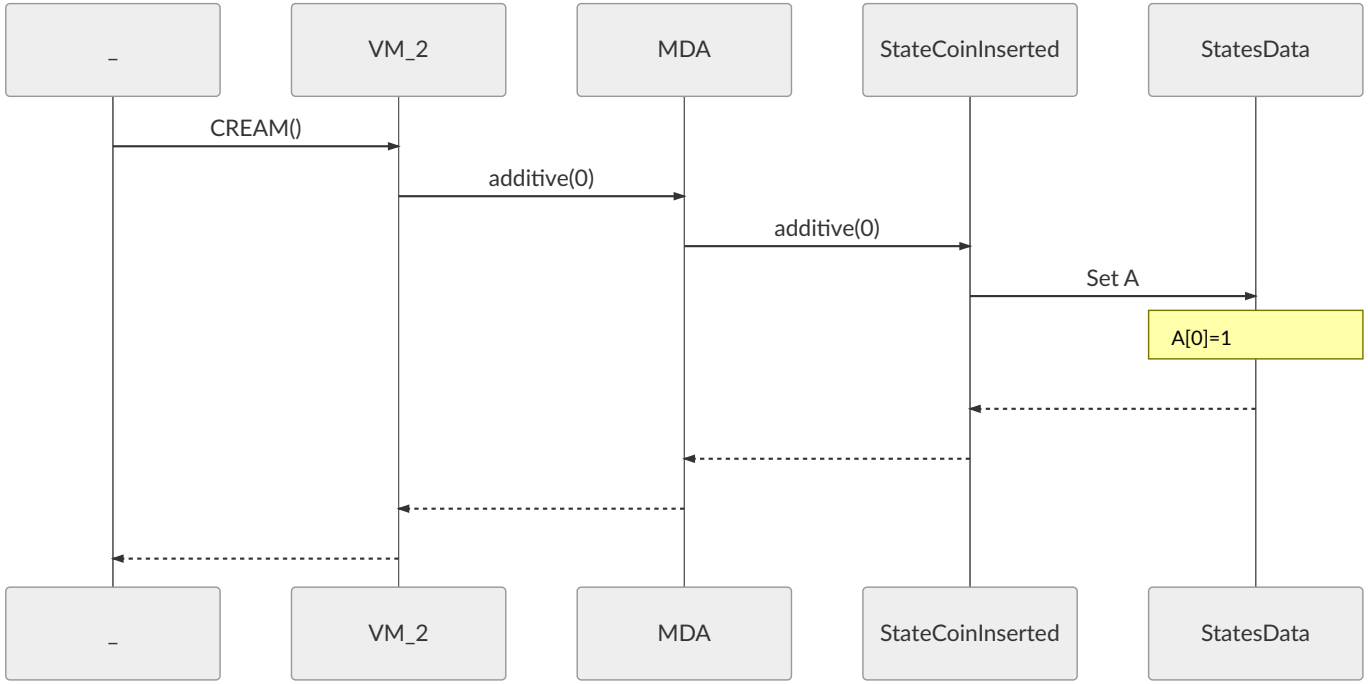
Current State is StateIdle



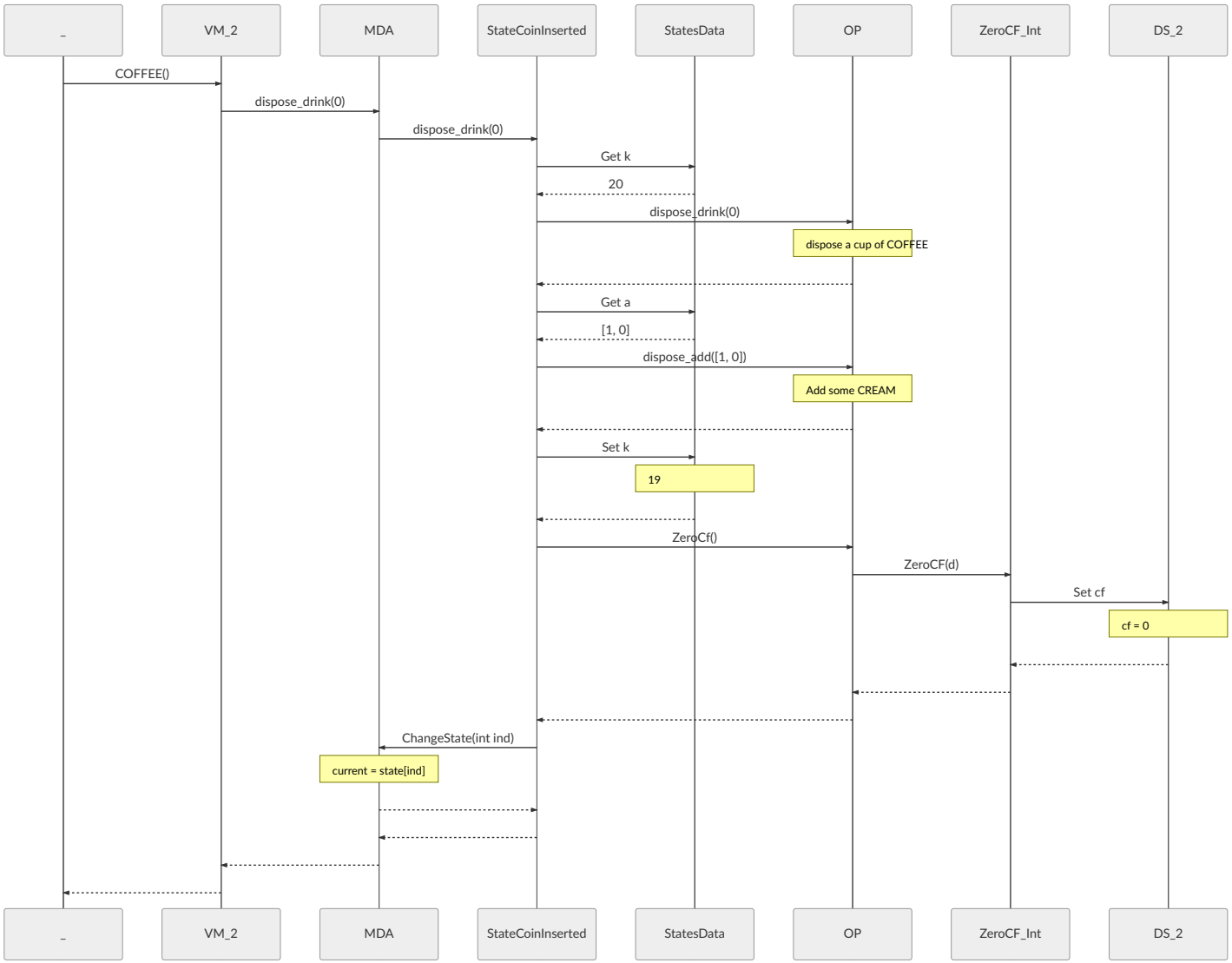
Current State is StateIdle



Current State is StateCoinInserted



Current State is StateCoinInserted



Current State is StateIdle