## **Ticket Vending Machine UML Diagram Examples**

**Ticket vending machine** is a vending machine that sells and produces tickets to commuters. This kind of a machine is a combination of both hardware and software, and it is only a part of the whole system selling tickets to the customers.

Here we provide several examples of UML diagrams:



**★**— Ticket vending machine UML use case diagram example

Purpose: Show that ticket vending machine allows commuters to buy tickets.

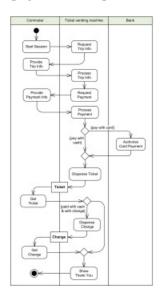
**Summary:** The ultimate goal of a Commuter in relation to our ticket vending machine is to buy a ticket. We have a single Purchase Ticket use case, as this vending machine is not providing any other services. Ticket vending machine is a **subject** of the example use case diagram. Commuter and Bank are our actors, both participating in the Purchase Ticket use case.



## > Purchase Ticket UML activity diagram for a ticket vending machine

Purpose: An example of UML activity diagram describing behavior of the Purchase Ticket use case for a Ticket vending machine.

Summary: Activity is started by Commuter actor who needs to buy a ticket. Ticket vending machine will request trip information from Commuter. Based on the info machine will calculate payment due and request payment options. After payment is complete, ticket is dispensed to the Commuter.



*Noticed a spelling error? Select the text using the mouse and press Ctrl + Enter.* 











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This document describes UML 2.5 and is based on OMG™ Unified Modeling Language™ (OMG UML®) 2.5 specification [UML 2.5 RTF - Beta 2].

All UML diagrams were created in Microsoft Visio 2007-2016 using UML 2.2 stencils. You can send your comments and suggestions to webmaster@uml-diagrams.org.

