# Ticket Vending Machine

UML Activity Diagram Example

This is an example of UML **activity diagram** describing behavior of the **Purchase Ticket use case**.

Activity is started by Commuter **actor** who needs to buy a ticket. Ticket vending machine will request trip information from Commuter. This information will include number and type of tickets, e.g. whether it is a monthly pass, one way or round ticket, route number, destination or zone number, etc.

Based on the provided trip info ticket vending machine will calculate payment due and request payment options. Those options include payment by cash, or by credit or debit card. If payment by card was selected by Commuter, another actor, Bank will participate in the activity by authorizing the payment.
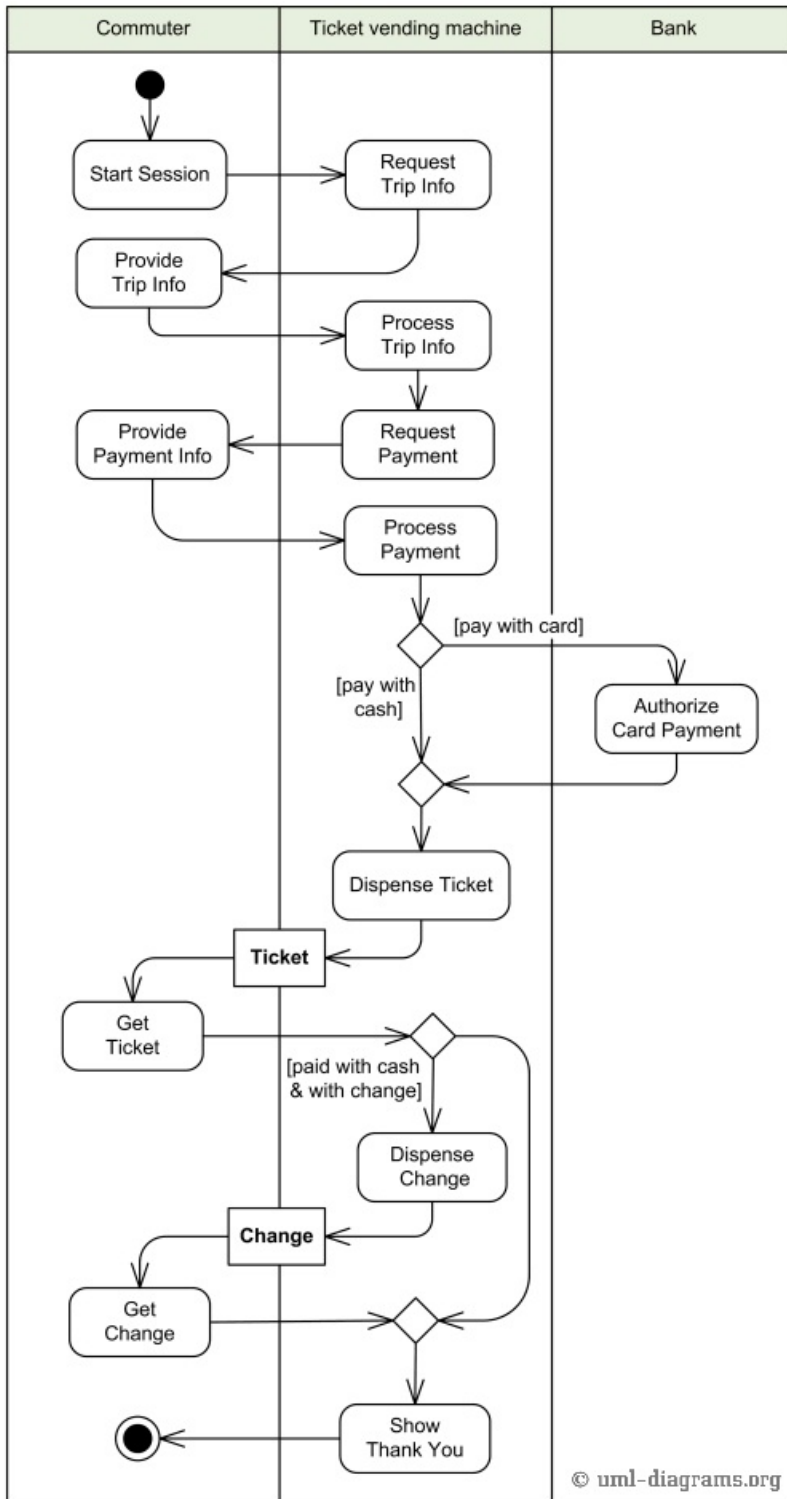
Example of Purchase Ticket use case behavior described using UML activity diagram.

After payment is complete, ticket is dispensed to the Commuter. Cash payment might result in some change due, so the change is dispensed to the Commuter in this case. Ticket vending machine will show some "Thank You" screen at the end of the activity.

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 FTF - Beta 1]*.
All UML diagrams were created in **Microsoft Visio** 2007-2016 using *UML 2.2 stencils*. You can send your comments and suggestions to [webmaster](#) at **webmaster@uml-diagrams.org**.