2D

**Classes** Operations

UC1 - TITLE: Cook Food (Toast Preset) PRIMARY ACTOR: User

SUCESS SCENARIO: User inserts food into the **Toaster**. User Sets the Function "Toast" for the Toaster. User sets **Toast selector** to desired toast setting (light, mild, dark). User presses “Start”. **Toaster** sets **timer** based on preset setting (1min, 2min, 3min, respectively). Toaster **Timer** begins preset countdown; activates indicator light. Toaster displays current timer during countdown and stops when it reaches 0; turns off indicator light. The Toaster Bell dings to notify the User. User removes food for consumption.

UC1 Classes: Toaster, Toast selector, Timer

UC1 Operations: inserts food, sets function, sets desired toast setting, presses start, sets timer, begins countdown, activates indicator light, displays current time, stop when time is 0, turn off indicator light, toaster bell digs, removes food.

UC2 - TITLE: Cook Food (Manual) PRIMARY ACTOR: User

SUCESS SCENARIO: User inserts food into the **Toaster**. User Sets function to either bake, broil, or warm on the **Function selector**. User Sets the **Temperature Dial** for the **Toaster**. User sets the **Timer** for the Toaster. User presses “Start”. Toaster **Timer** begins countdown; indicator lights turn on. Toaster displays current timer during countdown and stops when it reaches 0; indicator lights turn off. The Toaster Bell dings to notify the User. User removes food for consumption.

UC2 Classes: Toaster, Function Selector, Temperature Dial, Timer

UC2 Operations: inserts food, sets function, sets temperature, sets time, presses start, begin countdown, indicator lights turn on, displays current timer, stop when time is 0, indicator lights turn off, toaster bell dings, removes food.

**Actor**: User

**Boundary Object**: Toaster (since it issues command to controller objects such as temperature dial or timer)

**Controller Object**: Function Selector, Temperature Dial, Timer, Indicator light, and toaster bell (updates temperature, function, and time. Displays those entities to the user and awaits for more information from the controller object)

**Entity Object**: Time, Temperature,