

Use Case Form

Use Case Name	Lottery Drawing
Primary Actor	Operator
Further Actors	Player
Stakeholders and their Interests	Actor: wants to play Lottery: Entering a ticket, getting their results.Operator: Drawing the random numbers(ziehung).
Success Guarantees	6 numbers are randomly drawn.
Minimal Guarantees	
Trigger	Player choose lottery drawing button
Basic Course (Main Success Scenario)	<ol style="list-style-type: none"> 1. Button gets pressed. 2. System checks if at least one ticket has been entered. 3. If thats the case, System choose randomly a number between 0 and 50. 4. System checks if this number was not already drawn. 5. If thats the case, number gets saved. 6. System choose randomly a second number between 0 and 50. 7. System checks if this number was not already drawn. 8. If thats the case, number gets saved. 9. System returns to the menue.
Alternative Course	<ol style="list-style-type: none"> 2.1. System shows error message and requests the player to enter a ticket. 2.2. System returns to the menue. 4.1. If the number was already drawn, system chooses a randomly number again. 4.2. Jump to 4.. 7.1. If the number was already drawn, system chooses a randomly number again. 7.2. Jump to 7..