

# 23MX21 – SE – Interaction Diagrams

## Coffee Machine Example

*Coffee machine interface* consists of

- ✓ a GUI
- ✓ a coin slot for accepting change and returning change
- ✓ a slot for delivering the cup of drink.
- ✓ selection buttons for coffee and tea

The coffee machine can handle coins of the values [x 10 Rs.] 5 and 10, where 5 is the price for a cup of tea while a cup of coffee costs 10.

*Internally*, the coffee machine consists of:

- ✓ A change verification device, that counts money and makes change
- ✓ A computer controller, to control the actions of the machine
- ✓ A kettle to heat water
- ✓ A dispenser to pour water and add coffee/Tea if necessary

# Requirements: customer interactions

- If a coin with the value of 10 is inserted and the Coffee button is pressed - the customer receives a cup of coffee.
- If a coin with the value of 10 is inserted and the Tea button is pressed - the customer receives a cup of hot water plus change.
- If a coin with the value of 5 is inserted and the Coffee button is pressed - the money is returned.
- If a coin with the value of 5 is inserted and the Tea button is pressed - — the customer receives a cup of hot water

## Requirements: Drink dispense

- If a coffee request is validated - the machine heats water, adds water and coffee to a cup, and delivers the customer a cup of coffee.
- If a tea request is validated - the machine heats water, adds water to a cup, and delivers the customer a cup of tea.

