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| Use case: Order Beverage |
| Description: The user/customer orders the drink, makes payment and receives their drink. |
| Primary actor: Customer |
| Secondary actor: Server, Bank, Coffee Machine, Admin, Maintainer |
| Flow:   * Customer taps on the screen to choose the beverage from the menu * Customer taps on the screen to select the amount of sugar * Customer makes payment * Customer receives their beverage |
| Post condition:   * Customer has beverage, payment was received |
| Alternative flow:   * Payment was cancelled by customer; order was not completed. * Payment was not processed correctly, order was cancelled. * The beverage ordered by customer is not available (inventory not available), order should be modified or cancelled. |