Use Cases

Make a Selection

1. Vending Machine asks for selection
2. Customer places money into vending machine
3. Customer selects snack
4. Vending machine retrieves snack
5. Customer receives snack

Variation # 1

* 1. In step 3, customer does not place enough money for selected snack
  2. Vending Machine displays ”Not enough money”
  3. Customer receives money back
  4. Start at step 1

Variation # 2

2.1 In step 3, customer selects a snack that is currently unavailable

2.2 Vending Machine displays “Snack unavailable. Please make a new selection.”

2.3 Start at step 3

Variation # 3

3.1 In step 4, Vending Machine retrieves snack but customer has put in too much money

3.2 Vending Machine returns excess change

3.3 Continue with step 5

Load Machine

1. Operator checks machine for snacks
2. Operator loads snacks into vending machine
3. Vending machine updates its current snacks

Retrieve Money

1. Operator checks money in vending machine
2. Vending machine shows current total
3. Operator retrieves money from vending machine