

Use Case 3: Manage Power**Scope:** Coffee Maker**Level:** Coffee Drinker Goal**Primary Actor:** Coffee Drinker**Scenario:** *Power Coffee Maker Off***Related Use Cases:** None**Stakeholders & Interests:**

- Coffee Drinker: who wants to turn the Coffee Maker off

Preconditions: Coffee Maker is powered on.**Postconditions:** Coffee Maker is power off. Coffee Maker is reflecting the Current State of its components.**Success Guarantees:** The Coffee maker is off (no power is applied)

Coffee Drinker	Coffee Maker
1. Removes Power to the Coffee Maker (turns Coffee Maker off)	
	2. Indicates Power is off
	3. Sets up to accept Coffee Drinker input: 1. Pull Carafe 2. Fill Reservoir
	4. Indicates the amount of water in the Reservoir
	5. Indicates the amount of coffee in the Carafe

Extensions (Alternative Flows):3a. If the Carafe is in the *Pulled* State, then the Coffee Maker Accepts

1. Return Carafe
2. Fill Reservoir
3. Pour

as Coffee Drinker input.

3b. If the Carafe is in the *Pouring* State, then the Coffee Maker Accepts

1. Stop Pouring

as Coffee Drinker input.

Special Requirements:

- The Power to the Coffee Maker Must be one

- Regardless of Carafe State, the Coffee Maker does not have the options to Brew coffee when the Coffee Maker has no power.
- The State of the Carafe must be known.
- The Amount in the Reservoir must be known.
- The Amount in the Carafe must be known.

Technology & Variations List:

- none

Open Issues:

- none