

**Use Case 2: Get Coffee****Scope:** Coffee Maker**Level:** Coffee Drinker Goal**Primary Actor:** Coffee Drinker**Scenario:** None**Related Use Cases:** *Use Case 1: The Coffee Drinker shall brew Coffee***Stakeholders & Interests:**

- Coffee Drinker: wants coffee

**Preconditions:** There is Coffee in the carafe**Postconditions:** Coffee is poured into a mug(cup). The amount of coffee in the carafe is less by at least the amount poured into the mug(cup).**Success Guarantees:** The Coffee Drinker has Coffee**Main Success Scenario:**

Coffee Drinker	System
1. Pulls the carafe	
2. Gets a Mug(Cup)	
3. Pours Coffee	
	4. Empties the Carafe
	5. Fills the Mug(Cup)
6. Stops pouring coffee	
7. Returns the carafe	

**Extensions (Alternative Flows):**

- 4a. If the carafe runs out of coffee, then the carafe stops emptying.
- 4b. If the carafe runs out of coffee, then the mug(cup) stops filling.
- 4c.5a. If the mug(cup) is full and the carafe continues to empty, then no more coffee is added to the mug(cup)–coffee spills onto the floor.
- 4c.5b. If the mug(cup) is full and the carafe continues to empty, then the amount of coffee in the carafe continues to decrease until the carafe is empty or the Coffee Drinker stops pouring.