1 Use cases

Below the 8 use cases are listed

1.1 Buy one way ticket

Participating actors:
Initiated by Traveler

Flow of events:

- The Traveler chooses to buy one way ticket
- The Traveler pays
- The ticket is printed

Entry conditions:
The ticket distributor has change and paper

Exit conditions:
The Traveler has received the ticket, **OR** the Traveler has received an explanation indicating why the transaction can't be completed.

Quality requirements:
–

1.2 Buy weekly card

Participating actors:
Initiated by Traveler

Flow of events:

- The Traveler chooses to buy weekly card
- The Traveler pays
- The card is printed

Entry conditions:
The ticket distributor has change and paper

Exit conditions:
The Traveler has received the card, **OR** the Traveler has received an explanation indicating why the transaction can't be completed.

Quality requirements:
–

1.3 Buy monthly card

Participating actors:
Initiated by Traveler

Flow of events:

- The Traveler chooses to buy monthly card
- The Traveler pays
- The card is printed

Entry conditions:
The ticket distributor has change and paper

Exit conditions:
The Traveler has received the card, **OR** the Traveler has received an explanation indicating why the transaction can't be completed.

Quality requirements:
–

1.4 Update tariff

Participating actors:
Initiated by CentralComputer

Flow of events:

- The CentralComputer updates the tariff on the distributor.
- Distributor confirms the tariff has been updated

Entry conditions:
There has been changes to the tariff

Exit conditions:
The Distributors tariff has been updated

Quality requirements:
–

1.5 Distributor Exception

Participating actors:
Communicates with Traveler

Flow of events:

- This use case extends BuyOneWayTicket, BuyWeeklyCard and BuyMonthlyCard use cases. It is initiated whenever a problem occurs, as the Traveler is trying to buy a ticket.

Entry conditions:
This use case extends BuyOneWayTicket, BuyWeeklyCard and BuyMonthlyCard use cases. It is initiated whenever a problem occurs, as the Traveler is trying to buy a ticket.

1.6 Timeout

Participating actors:
Inherited from DistributorException use case

Flow of events:

- Cancel transaction
- Notify Traveler that too much time has been spent at one stage of the transaction

Entry conditions:
Inherited from DistributorException, **AND** XX time has been spent on one stage of the transaction.

Exit conditions:
User has be notified

1.7 Transaction aborted

Participating actors:
Inherited from DistributorException use case

Flow of events:

- Cancel transaction
- Notify the traveler that the transaction has been aborted

Entry conditions:
Some event has aborted the transaction

Exit conditions:
Traveler has been notified

Quality requirements:
–

1.8 Distributor out of paper

Participating actors:
Inherited from DistributorException use case

Flow of events:

- Notify the traveler that the distributor is out of paper

Entry conditions:
The distributor is out of paper

Exit conditions:
The distributor has been refilled with paper

Quality requirements:
–

1.9 Distributor out of change

Participating actors:
Inherited from DistributorException use case

Flow of events:

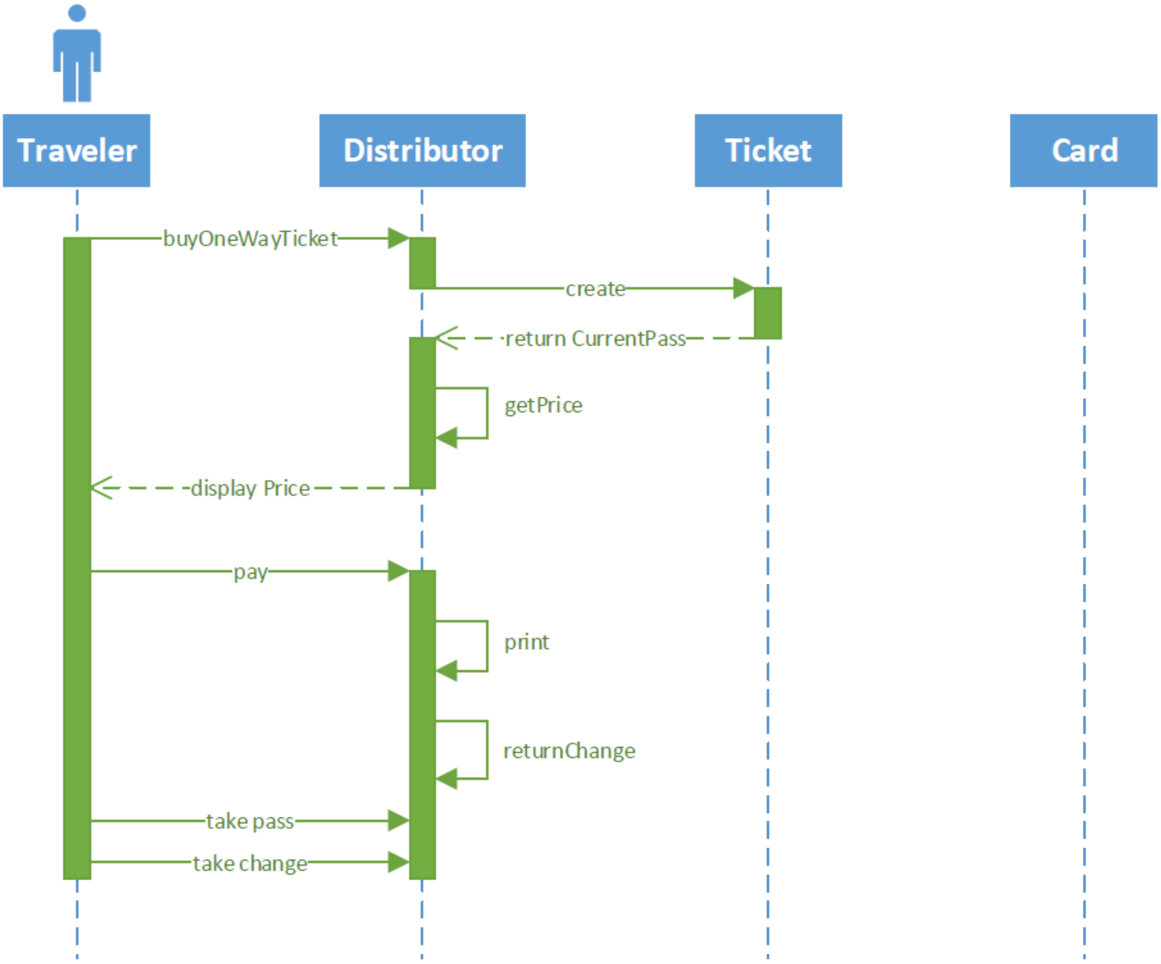
- Notify the traveler that the distributor is out of change

Entry conditions:
The distributor is out of change

Exit conditions:
The distributor has been refilled with change

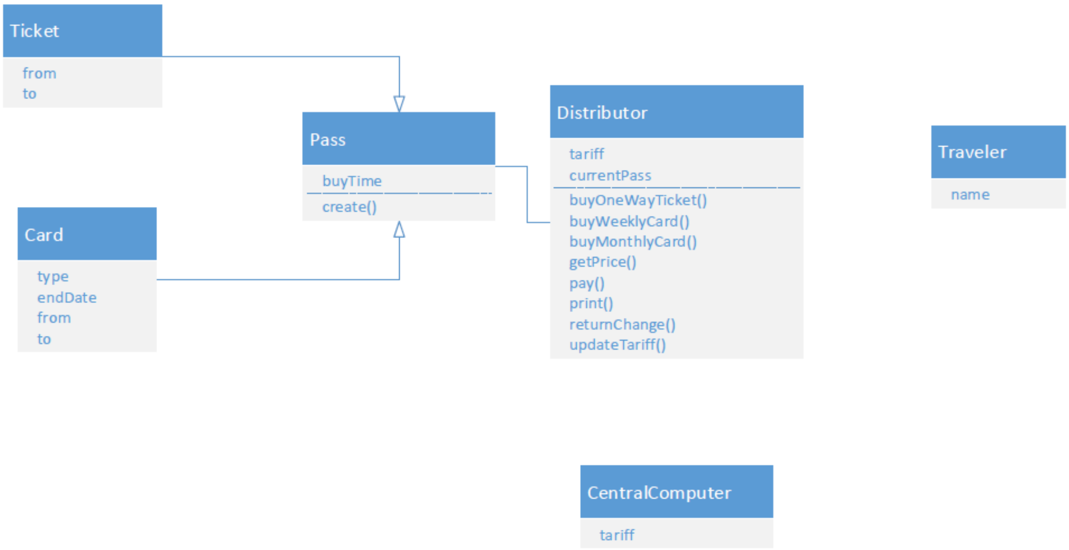
Quality requirements:
–

2 Sequence diagram



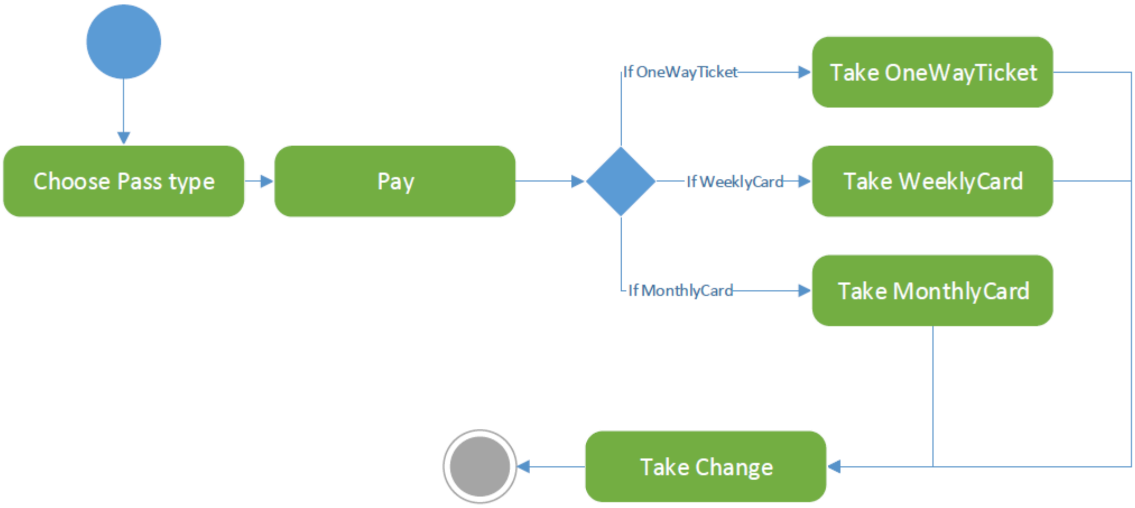
Figur 1: Sequence diagram

3 Class diagram



Figur 2: Class diagram

4 Activity diagram



Figur 3: Activity diagram