**Create at least 6 test cases for the following use case**

**Use case – Coffee Vending machine**

Description - A user gets coffee from ‘Coffee Vending Machine’ after inserting a token

**Actor – Coffee lover**

**Precondition**

1. User has token for coffee

2. Vending machine is switched ‘On’ and shows ‘Active’ message

**Flow – Happy Path**

1. User inserts token correctly in the machine and keeps cup in right position(See Error path 1)

2. Machine shows ‘Choose coffee Type’ message (See Error path 1)

3. User pushes any button out of 3 choices (Refer alternative path) (See Error path 2 )

1. Black coffee
2. Café Latte
3. Café Mocha

4. Machine shows ‘Dispensing’ message and dispenses coffee (See Error path 3 )

5. User collects coffee cup

**Post condition**

1. Vending machine is ‘On’ and shows ‘Active’ message

2. Coffee dispensed counter is increased by 1

**Alternate path**

1. User does not push choice button but pushes ‘Cancel’ button’

2. Machine throws token out and displays ‘Active’ message

**Exception or error path 1**

1. User does not insert token completely (kept half way)

2. Machine makes ‘3 Beeps’ sound and continues to display ‘Active’ message

3. User takes token out and inserts correctly

**Exception or error path 2**

1. User does not push any choice button

2. Machine makes ‘3 Beeps’ sound after 10 seconds and displays ‘Active’ message

3. Machine pushes token out

**Exception or error path 3**

1. One or more Ingredients for chosen coffee type are fully consumed

2. Machine makes ‘3 Beeps’ sound after 10 seconds and displays ‘Try another’ message

3. User can take one of the following 2 options

a. Push another choice button (Refer happy path)

b. ‘Cancel’ button (Refer alternative path)