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| Use Case Name: | The vendor draws three balls |
| Use Case Description: | This use case allows the vendor draws three balls |
| Use Case Authors: | Xiao |
| Actors: | Vendor |
| Location: | On a computer |
| Status: | Defined |
| Priority: | 1 |
| Assumptions: | The device works properly, and the client wants purchase a lottery |
| Pre-conditions: | The client has enough money to buy the lottery, and does not return it |
| Post-conditions: | The client’s name and purchased number were saved to the machine, and the money added to the prize pot |
| Primary Pathway  (Happy Path)  (Main Flow) | -The vendor draw three numbers randomly, and the result will be save in [draw ball list] |
| Alternative Pathway | **N/A** |
| Exception Pathway  (Error Pathway) | **E1:** According to the requirement,The vendor cannot draw within one month, so if vendor wants to draw again  The system will have message shown on the screen, and remind the vendor  **E2:** After draw, If the vendor did not see the winner list, the system will ask the vendor the winner list  The system will have message shown on the screen, and remind the vendor |