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| Use Case | Placing order |
| Goal | Student logs in to the profile suing app and orders coffee |
| Scope and Level | Company, Summary |
| Preconditions | No |
| Success End Condition | The student can place an order successfully |
| Failed End Condition | The student is unable to dispense the coffee |
| Primary  Secondary actors | Student, coffee machine  Admin |
| Trigger | Student request for coffee is fulfilled |
| Description  steps | 1. Student logs in to the coffee machine using the app |
|  | 1. The student is authorized to the coffee machine |
|  | 1. The student selects the coffee type |
|  | 1. The coffee machine confirms the order |
|  | 1. The amount is deducted from the mobile app |
|  | 1. Coffee is dispersed. |
| Extension | The coffee maker checks the inventory if the inventory is not enough then consults the admin |
| Alternative | If the device is unable to detect fingerprint then the user is logged out and asked to sign in again |
| ALternative | If the student has insufficient balance then the order is canceled. |