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| USE CASE 5 | Choose drink | |
| Goal in Context | Coffee-machine expects action from the client, beverage choice for make. | |
| Scope & Level | Company, Summary | |
| Preconditions | We know Buyer, the amount of the order, etc. | |
| Success End Condition | Buyer has goods; we have money for the goods. | |
| Failed End Condition | We ask the buyer to select other drink. Either return the money is not purchased drink. | |
| Primary, Secondary Actors | Drinker. | |
| Trigger | Order request comes in.(application or GUI in coffee-machine) | |
| DESCRIPTION | Step | Action |
|  | 1 | The buyer choice of drink. |
|  | 2 | The Drinker enters the amount of drink, sugar |
|  | 3 | Coffee-machine checks inventory.[UC6] |
|  | 4 | The payment process is started.[UC7] |
| EXTENSIONS | Step | Branching Action |
|  | 3a | The amount is not an integer or is not positive:  2a1. The message is displayed.  2a2. The new request to enter the units is shown. |
|  | 4a | The Coffee-Maker is out of the list drinks: 3a1. The message is displayed. 3a2. The Drinker can select drink or cancel order. |
| SUB-VARIATIONS |  | Branching Action |
|  |  | None |