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| USE CASE 3 | Customize drink | |
| Goal in Context | The Drinker customizes a drink that is then paid for. | |
| Scope & Level | Coffee-Maker, Summary | |
| Preconditions | Coffee-Maker is in a Waiting State. | |
| Success End Condition | The Drinker has customized a drink. The payment process has started. | |
| Failed End Condition | The Drinker canceled a process. | |
| Primary, Secondary Actors | Drinker None | |
| Trigger | Order request comes in. | |
| DESCRIPTION | Step | Action |
|  | 1 | The Drinker selects “Customize drink” |
|  | 2 | The Drinker enters the amount of coffee, milk, sugar |
|  | 3 | The Drinker selects additional ingredients. |
|  | 4 | Coffee-Maker checks inventory.[UC6] |
|  | 5 | The payment process is started.[UC7] |
| EXTENSIONS | Step | Branching Action |
|  | 2a | 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 added ingredients:  4a1. The message is displayed.  4a2. The Drinker can select another ingredient or cancel order. |
| SUB-VARIATIONS |  | Branching Action |
|  |  | None |