|  |  |  |
| --- | --- | --- |
| USE CASE 7 | Pay | |
| Goal in Context | Drinker selects a payment method, pays for drink, receives the drink | |
| Scope & Level | Coffee-Maker, User Goal | |
| Preconditions | Drinker makes order | |
| Success End Condition | Drinker has drink; we have money; The Coffee-Maker is in a waiting state. | |
| Failed End Condition | The Coffee-Maker has not served a drink. Drinker has not spent the money. | |
| Primary,  Secondary Actors | Drinker Bank, mobile operator | |
| Trigger | purchase request comes in. | |
| DESCRIPTION | Step | Action |
|  | 1 | Drinker selects a payment method |
|  | 2 | Drinker pays. |
|  | 3 | The coffee-machine serves the drink. |
| EXTENSIONS | Step | Branching Action |
|  | 1a | The Drinker selects a payment by credit card: 1a1. Take payment by credit card |
|  | 1b | The Drinker selects a payment by phone: 1b1. Take payment by SMS |
|  | 1c | The Drinker selects a payment by cash: 1c1. The Coffee-Maker will make sure enough money was deposited, any extra change will be returned. |
| SUB-VARIATIONS |  | Branching Action |
|  | 1c1 | If the Drinker does not enter enough money,  he will be prompted for more money or given the option to return to the main menu and have their money returned. |

S14435 Sebastian Babushkin