1. **GIVEN**

System is Active

**WHEN**

Motorbike approaches entrance E1, E2 or E3

**THEN**

Find nearest single spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Motorbike approaches entrance E1, E2 or E3

AND

Req #1 is not fulfilled

**THEN**

Find nearest compact spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Motorbike approaches entrance E1, E2 or E3

AND

Req #1 is not fulfilled

AND

Req #2 is not fulfilled

**THEN**

Find nearest large spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Car approaches entrance E1, E2 or E3

**THEN**

Find nearest compact spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Car approaches entrance E1, E2 or E3

AND

Req #4 is not fulfilled

**THEN**

Find nearest large spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Bus approaches entrance E1, E2 or E3

**THEN**

Find 5 nearest consecutive large spot for it from floors G, 1 or 2

1. **GIVEN**

System is Active

**WHEN**

Req #1 is fulfilled

OR

Req #2 is fulfilled

OR

Req #3 is fulfilled

OR

Req #4 is fulfilled

OR

Req #5 is fulfilled

OR

Req #6 is fulfilled

**THEN**

Save the parking slot and vehicle type temporarily

1. **GIVEN**

System is Active

**WHEN**

Req #7 is fulfilled

**THEN**

Reserve the parking slot for the vehicle by registering it in system DB

AND

Generate parking ticket for Vehicle with timestamp and parking slot details

AND

Open the entrance Barrier to let vehicle in

1. **GIVEN**

System is Active

**WHEN**

Any vehicle approaches is exiting E1, E2 or E3

**THEN**

Calculate the parking amount based on time and print out the receipt

1. **GIVEN**

System is Active

**WHEN**

Parking bill is produced as per #6

**THEN**

Accept payment for the amount and dispense cash if any

1. **GIVEN**

System is Active

**WHEN**

Parking bill is received as per #6

**THEN**

Open exit barrier

AND

Free the parking slot in the DB