Barchester City Council Car Park

Use-Case: Exit Car Park : End-goal

# Brief Description

When a customer

Wants to exit the car park

They interact with the exit control pillar

So that they can get out of the car park and go home

# Trigger

A car arrives at the exit control pillar

# Actors

## Customer

An ad-hoc customer without a season ticket who wants to leave the carpark

## Season Ticket Holder

A customer with a season ticket who wants to leave the carparwk

# Stakeholders

## Customers

Ad-hoc users of the carpark

## Season Ticket Holders

Regular users of the carpark who need their season tickets recognized.

## Council

Owners and operators of the carparks who want easy-to-use reliable exit control systems that facilitate maximum usage of and reliable payment for car parking.

# Related Use Cases

Enter carpark – if the car park is full, preventing entry of ad-hoc customers, a car leaving the car park will allow one waiting car to enter.

# 

# Pre-conditions

## The car park is open for business

## Someone wants to leave the carpark

# Post-conditions

## Main success scenario (ad-hoc customer, ticket paid)

A record of the ticket has been updated and stored.

The customer has been allowed exit.

The number of available spaces in the car park is incremented by one.

## Adhoc customer, ticket unpaid

An unpaid ticket message has been displayed.

The ticket holder has not been allowed exit.

## Ad-hoc customer, carpark full

The carpark has been informed there is now a space available.

## Season ticket holder with valid ticket

A record of a usage of the season ticket has been updated and stored.

The season ticket is now recorded as not in use.

The season ticket holder has been allowed exit.

## Season ticket holder with invalid ticket

An invalid season ticket message has been displayed.

The season ticket holder has not been allowed exit.

# Normal Flow (Adhoc Customer, Ticket Paid)

The use case begins when a customer arrives at the exit pillar.

|  |  |
| --- | --- |
| Actor | System |
|  | 1. System detects that a car has arrived. |
|  | 1. System displays ‘Insert Ticket message. |
| 1. Customer inserts ticket | 1. System checks ticket paid or valid |
|  | 1. System displays ‘Take Ticket’ message |
|  | 1. System ejects the ticket. |
| 1. Customer takes ticket | 1. System raises entry barrier. |
| 1. Customer exits car park | 1. System detects that car has exited |
|  | 1. System lowers exit barrier |
|  | 1. System records exit time for ticket |
|  | 1. System increments available spaces |

The use case ends.

# Alternate Flows

## Season ticket inserted

If at step 3 of the normal flow the customer inserts a season ticket, then

|  |  |
| --- | --- |
| Actor | System |
|  | 4.1 System ensures season ticket valid and in use |

The normal flow is resumed at Step 7.

## Unpaid ticket, or season ticket not valid

If at step 4 of the normal flow, the ticket is not valid, then

|  |  |
| --- | --- |
| Actor | System |
|  | 4.1 System displays ‘Invalid ticket’ message |
|  | 4.2 System displays ‘Remove Invalid Ticket’ message |
| 4.3 Customer removes ticket |  |

The normal flow is resumed at Step 2.

## Customer backs up.

If at any step of the normal flow up to step 10, the system detects that no car is at the exit pillar

The use case ends.