

# **VENDING MACHINE**

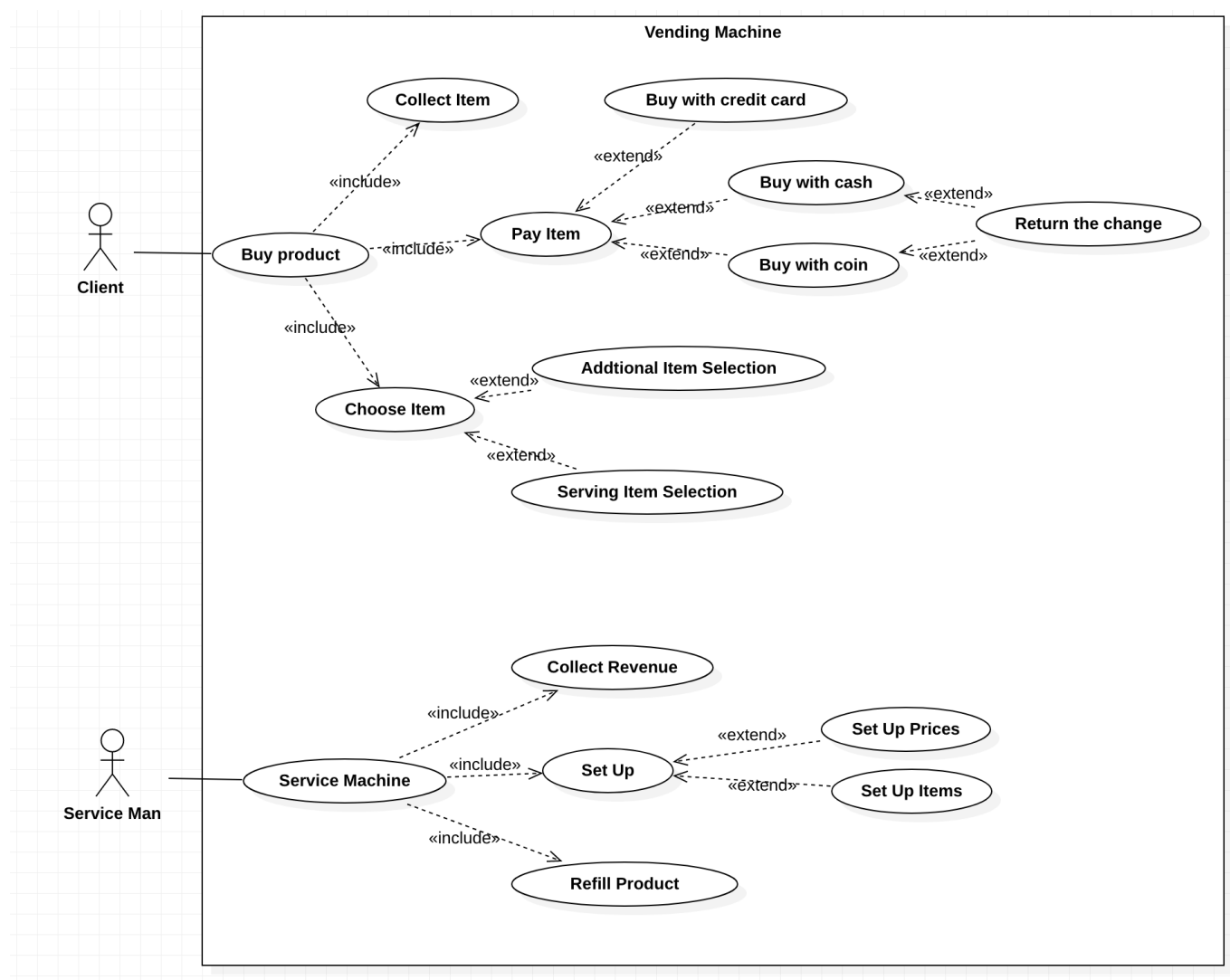
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Group 10

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## Use Case Diagram

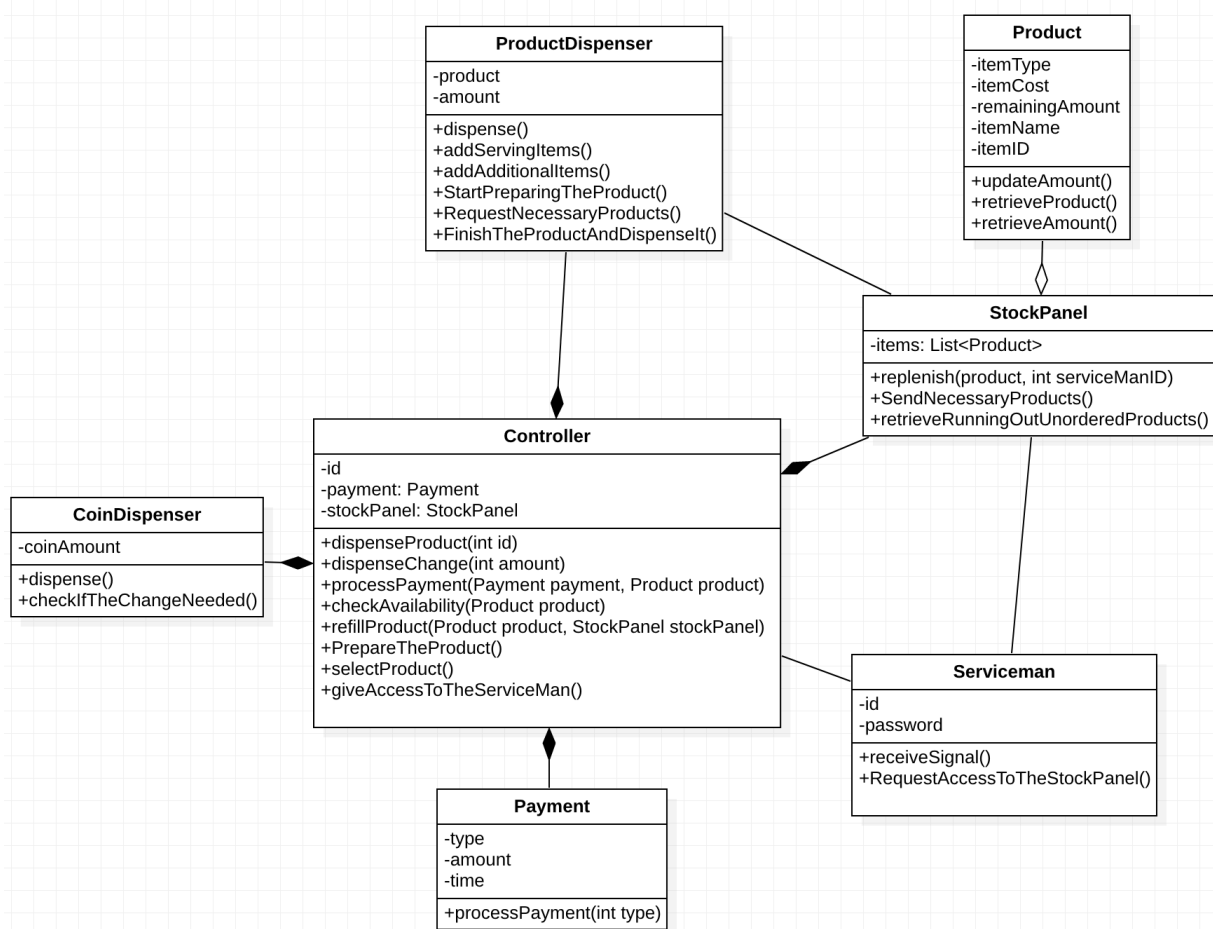


## Scenario Description

1. Person chooses the product that he wants to buy. If there is no product, stay in step 1.
2. Serving items are selected depending on the product.
3. Additional items are selected by the user if they have not been finished.
4. User selects the payment method.
5. If the payment will be done using a credit card POS device is used.
6. Otherwise payment is done using cash or coin the money collection and identification system is used.
7. If the balance check goes through, go to step 9 otherwise go to step 5 or step 6.

8. If the payment method is not a credit card, return the change if the amount of the money is more than the cost of the product.
9. Give the item to the user.
10. If the vending machine detects a production that is running out, it orders and pays the product.
11. Serviceman receives the order.
12. Serviceman gets the product from the storehouse.
13. Serviceman arrives at the machine.
14. Serviceman puts the product into the machine.
15. Serviceman collects the payment for the products.

## Class Diagram



# Sequence Diagram

