Sequence Diagrams

Sequence diagram for the interaction between player and vending machine :Fruit :VendingMachine :VegMealKit :CarnivoreMealKit :StegosaurEgg :AllosaurEgg :BrachiosaurEgg :LaserGun getMenu(): String menu selectOption(): int failure option doesn't _____ _____ getEcoPoints() option == 0failure Insufficient eco points createFruit Sufficient eco points Fruit Object successful transaction ______ getEcoPoints() option == 1 failure Insufficient eco points ______ _____ createVegMealKit VegMealKit Sufficient eco Object points successful transaction _____ **----**option == 2getEcoPoints() Insufficient eco failure points reateCarnivoreMealKit Sufficient eco CarnivoreMealKit points Object successful transaction ______ getEcoPoints() option == 3 failure Insufficient eco points createStegosaurEgg Sufficient eco points StegosaurEgg Object successful transaction _____ . _ _ _ _ _ _ _ _ _ _ _ _ _ _ _ getEcoPoints() option == 4 failure Insufficient eco points Sufficient eco points createAllosaurEgg AllosaurEgg Object successful transaction -----_____ getEcoPoints() option == 5 failure Insufficient eco points createBrachiosaurEgg Sufficient eco points BrachiosaurEgg Object successful transaction getEcoPoints() option == 6 Insufficient eco failure points createLaserGun Sufficient eco points LaserGun successful transaction





