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| **USE CASE 1** | Check Water | |
| **Goal in Context** | Check amount of water left in Coffee Machine | |
| **Scope & Level** | CoffeeMaker, Sub-function | |
| **Preconditions** | CoffeeMaker can make coffee out of existing ingredients | |
| **Success End Condition** | Drinker can make coffee if there is water in CoffeeMaker or don’t waste money if there is no water left | |
| **Failed End Condition** | Drinker can receive a cup of coffee with no water in it | |
| **Primary,**  **Secondary Actors** | Drinker, Editor, Admin | |
| **Trigger** | Purchase Beverage | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Drinker checks amount of water in CoffeeMaker |
|  | 2 | He puts money in Maker |
|  | 3 | Then he chooses coffee from the list |
|  | 4 | CoffeeMaker checks inventory |
|  | 5 | It makes coffee |
|  | 6 | The amount of water is getting lower |
|  | 7 | Drinker takes coffee |