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| Use Case name | **Buy Ticket** | | | |
| Actors | Customer | | | |
| Pre-conditions | None | | | |
| Post-conditions | Coins are in the pay station and the parking ticket with the parking time is printed. | | | |
| Frequency | Max 200 / hour | | | |
| Flow of events |  | **Actor** |  | **System** |
| 1. | A customer walks to the pay station to buy parking time. |  |  |
| 2. | The customer enters the first coin. | 3.  4. | Checks if the coin is valid  Registers payment and updates the display which shows how much time he has bought so far. |
|  |  |  | 5. | Displays the buttons BUY and CANCEL. |
| 6. | The customer enters the next coin. | 7.  8. | Checks if the coin is valid  Registers payment and updates the display which shows how much time he has bought so far. |
|  | *The customer repeats step 6 -8 until he is satisfied with the time bought* | | |
| 9. | The customer presses the button marked BUY | 10. Registers the purchase in the central database and prints the ticket. | |
|  |  | 11. The display is cleared to prepare for another transaction. | |
| Alternative flows |  |  | | |
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| Special Requirements |  |  |  | |
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| Use Case name | **Update Price** |  |  |
| Actors | Timer |  |  |
| Pre-conditions | None |  |  |
| Post-conditions | Prices are updated in the pay station |  |  |
| Frequency | One time every night, at 3 AM |  |  |
| Flow of events | **Actor** |  | **System** |
| 1. The Use-case starts when it is 3 AM. |  |  |
|  | 2. | The current prices from the parking system are retrieved and saved locally in the pay station. |
| Alternative flows |  |  |  |
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| Special Requirements |  |  |  |