

Can Machine

Version 2.0

1. Use Cases in Task Notation

1.1 Order a Can, normal case

Purpose: A user inserts money and orders a can.

Tasks:

1. The user presses the cola button on the can machine.
2. The user inserts two \$5.
3. The can machine returns a cola can.

Variants:

- 1b. The user presses the water button.
- 1c. The user presses the beer button.
- 2b. The user inserts \$5.
- 2c. The user inserts \$15.
- 3b. The can machine returns a water can.
- 3c. The can machine returns a beer can.

1.2 Order a can, exchange case

Purpose: A user wants a beer. The user inserts too much money and receives a beer can and exchange.

Tasks:

1. The user presses the beer button on the can machine.
2. The user inserts \$20.
3. The can machine returns \$5.
4. The can machine returns a beer can.

Variants:

- 2b. The user inserts \$10 and no more coins within the limit of 10 time units. The can machine returns \$10.

1.3 Order a can, abort case

Purpose: A user inserts money and presses the abort button.

Tasks:

1. The user presses the water button on the can machine.
2. The user inserts two \$2.
3. The user presses the abort button.
4. The can machine returns \$2.