

Action State-Diagram

Map the States and Actions of a "standard" beverage-automaton, e.g. as found in our DHBW-Mensa.

Consider all states (e.g. desired beverage is empty) and actions (e.g. user inputs 1€ coin).

Assume that 5 different beverages exists, that have different costs (multiple of 1€). The automaton only accepts 1€-coins.

Activity Diagram

Model the activities that are performed in online shopping from "searching for a product" to "the product is delivered to you by the postman". Consider situations like "the product is out of stock", "the creditcard is invalid"