

1 Ticket machine

Create based on following Use Case Description for a ticket machine a Use-Case-Diagram:

- A potential buyer wants to catch up on a bus connection
- A potential buyer wants to buy a ticket, optional he could collect bonus points, if he has a special benefit card.
- In both cases listed above a documentation of the actions of the potential buyer gets printed

2 Chess computer

Create based on following Use Case Description for a chess computer a Use-Case-Diagram:

- The player would like to play a game
- The player would like to analyse a position, optional it should be possible to print the position.
- In both cases listed above the player has to identify himself.

