

# **Ahsanullah University of Science & Technology**

Department of Computer Science & Engineering (CSE)



**Proposal on**

***“Requisition Management System”***

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**Course No. & Name**

**CSE 3224 – Information & System Design Lab**

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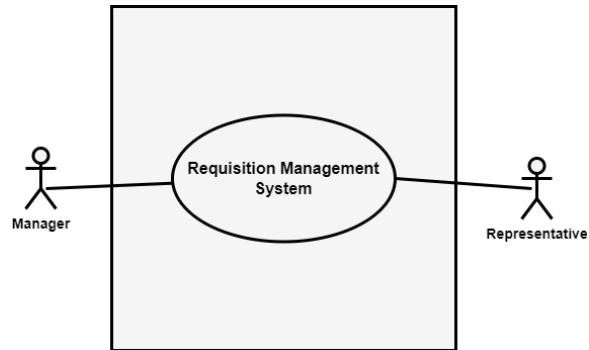
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# Use Case Diagrams:

## LEVEL-0 USE CASE



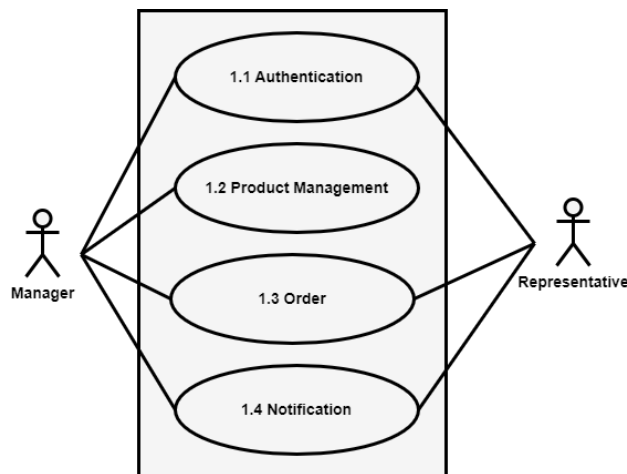
**Level 0 Use Case**

### **Description of Use case diagram level-0:**

There are 2 actors who directly interact with the system. Both actors are primary actor who will play action & get a reply from the system. The actors are –

1. Manager
2. Representative

## LEVEL-1 USE CASE – Sub System



**Level 1 Use Case – Sub System**

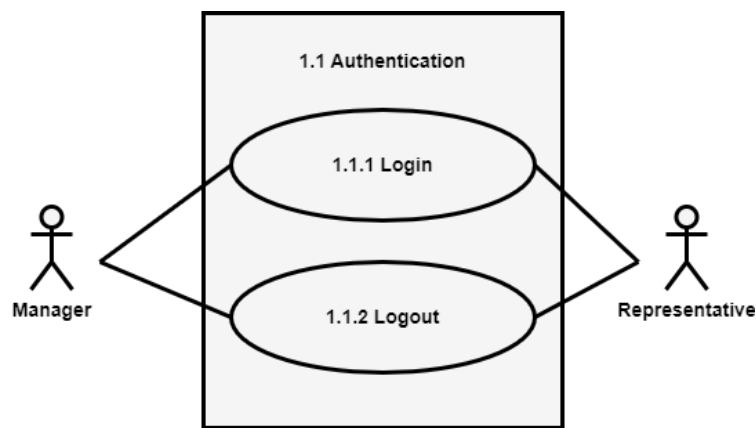
## Description of Use case diagram level-1:

There are four subsystems in the Super Shop Management System. They are:

1. Authentication
2. Product Management
3. Order
4. Notification

The four subsystems are decomposed, in levels 1.1, 1.2, 1.3, and 1.4 respectively.

### LEVEL-1.1 USE CASE – Authentication



Level 1.1 Use Case – Authentication

## Description of Use case diagram level-1.1:

When the Manager or Representative wants to login, he/she needs to enter the email/branch ID, password and select the role. If the email/branch ID, password and role match, then the login is successful. The system shows an error message if the email/branch ID, password, role, or all are wrong and the user can try again to log into the system.

### Action Reply:

Manager/Representative:

**A1:** Manager/Representative provides email/branch ID, password and role.

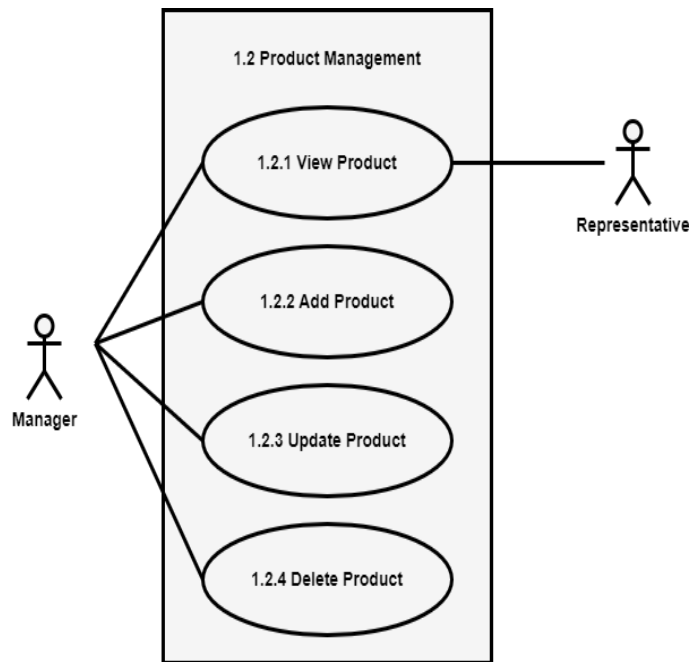
**R1:** System checks validity. If all are valid, the system will allow to log into the account.

Manager/Representative:

**A2:** Manager/Representative provides invalid information.

**R2:** The system will show an error message and allow to try again.

## LEVEL-1.2 USE CASE - Product management



**Level 1.2 Use Case – Product Management**

### **Description of Use case diagram level-1.2:**

The Manager can view, add, update and delete product details from the inventory. And representative can only view the product list from the inventory.

### **Action Reply:**

Manager:

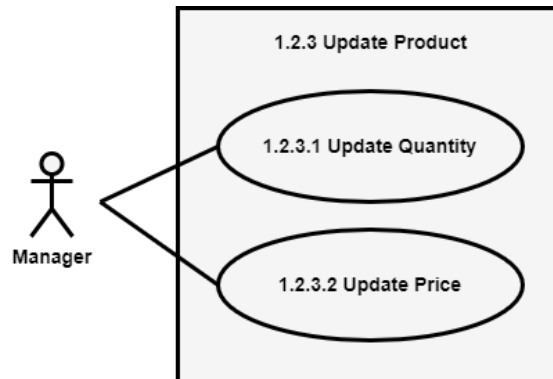
**A1:** Manager selects add product, update product, delete product icon.

**R1:** The system acts accordingly and saves the changes.

**A2:** Manager selects the view products option.

**R2:** The system will show all the products with details available in the inventories.

### Level 1.2.3 USE CASE – Update Product



Level 1.2.3 Use Case – Update Product

#### **Description of Use case diagram level-1.2.3:**

From the update product icon, the manager can update its quantity and price for this specific product.

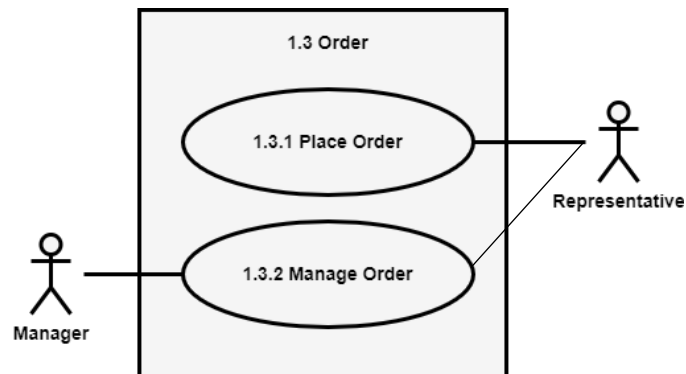
#### **Action Reply:**

Manager:

**A1:** Manager selects update product icon, change the quantity and price of this product.

**R1:** The system acts accordingly and saves the changes.

### LEVEL 1.3 USE CASE – Order



Level 1.3 Use Case – Order

### Description of Use case diagram level-1.3:

The Representative can place any kind of order to the Manager and the Manager can manage all the order he/she received.

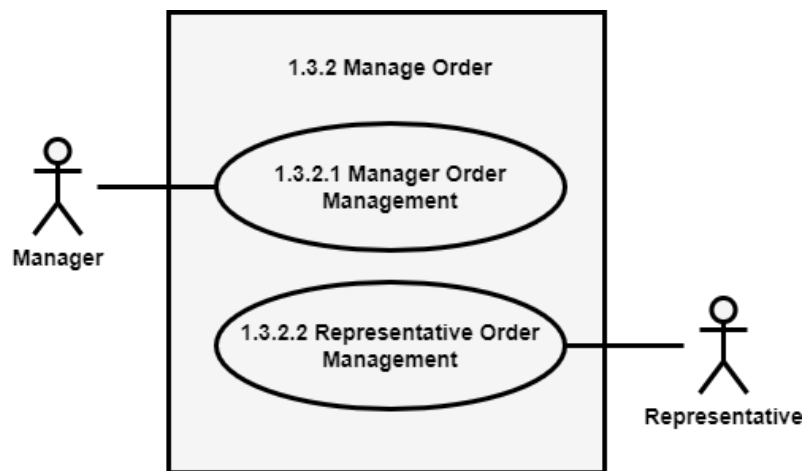
### Action Reply:

Representative:

**A1:** The Representative can place order to the Manager.

**R1:** The system will send the order request to the Manager.

### LEVEL 1.3.2 USE CASE – Manage Order

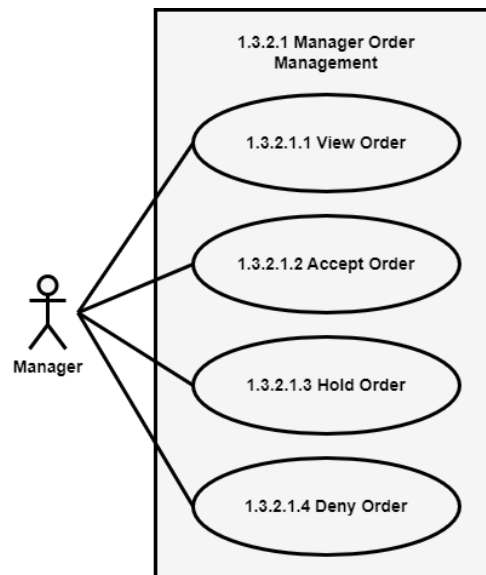


Level 1.3.2 Use Case – Manage Order

### Description of Use case diagram level-1.3.2:

The manager and the Representative both have their own management options.

### LEVEL 1.3.2.1 USE CASE – Manager Order Management



**Level 1.3.2.1 Use Case – Manager Order Management**

#### **Description of Use case diagram level-1.3.2.1:**

The Manager can view requested order from the Representative. He/she can accept, deny or hold this order.

#### **Action Reply:**

Manager:

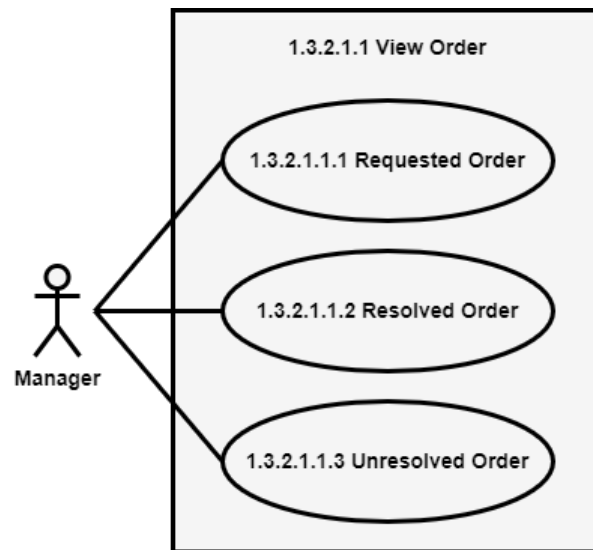
**A1:** Manager select view order option.

**R1:** The system will show the requested order list to the Manager.

**A2:** The manager selects accept, deny or hold option.

**R2:** The system acts accordingly and accept, deny or hold this order.

### LEVEL 1.3.2.1.1 USE CASE – View Order



Level 1.3.2.1.1 Use Case – View Order

#### **Description of Use case diagram level-1.3.2.1.1:**

The Manager can see three different types of order list. Requested order, resolved order and unresolved order.

#### **Action Reply:**

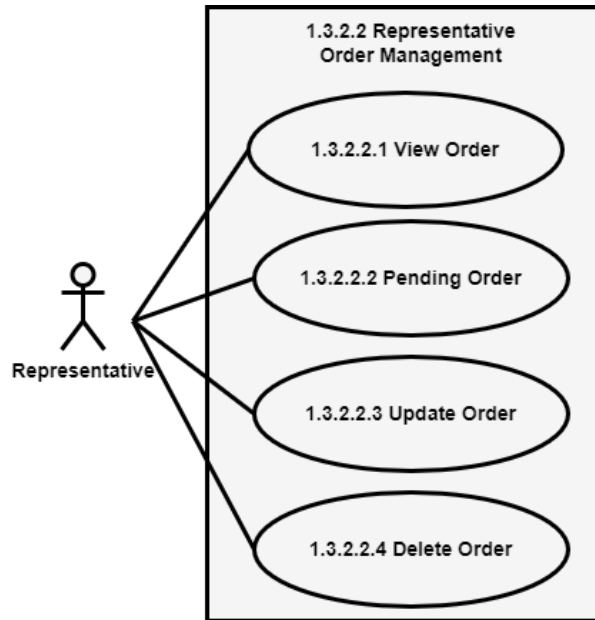
Manager:

**A1:** Manager selects request order, resolved order and unresolved order option.

**R2:** The system will show the specific order list to the manager which he/she will select.



## LEVEL 1.3.2.2 USE CASE – Representative Order Management



### Level 1.3.2.2 Use Case – Representative Order Management

#### **Description of Use case diagram level-1.3.2.2:**

The representative can view his/her all order, pending order and he/she can update & delete his/her requested order.

#### **Action Reply:**

Representative:

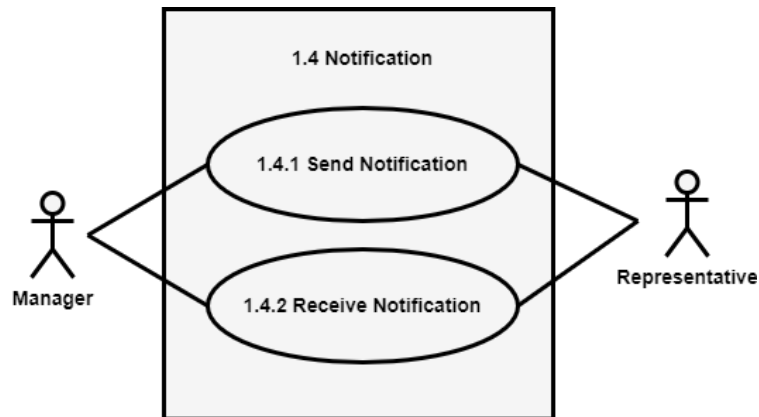
**A1:** Representative selects view order and pending order option.

**R1:** The system will show the specific order list which he/she selects.

**A2:** Representative selects update order and delete order icon.

**R2:** The system will act accordingly and saves the changes.

## LEVEL 1.4 USE CASE – Notification



Level 1.4 Use Case – Notification

### **Description of Use case diagram level-1.3.2.2:**

When the representative requests any product, the Manager are notified. When the manager responds to a request, the representative is notified.

### **Action Reply:**

Representative:

**A1:** The Representative place an order.

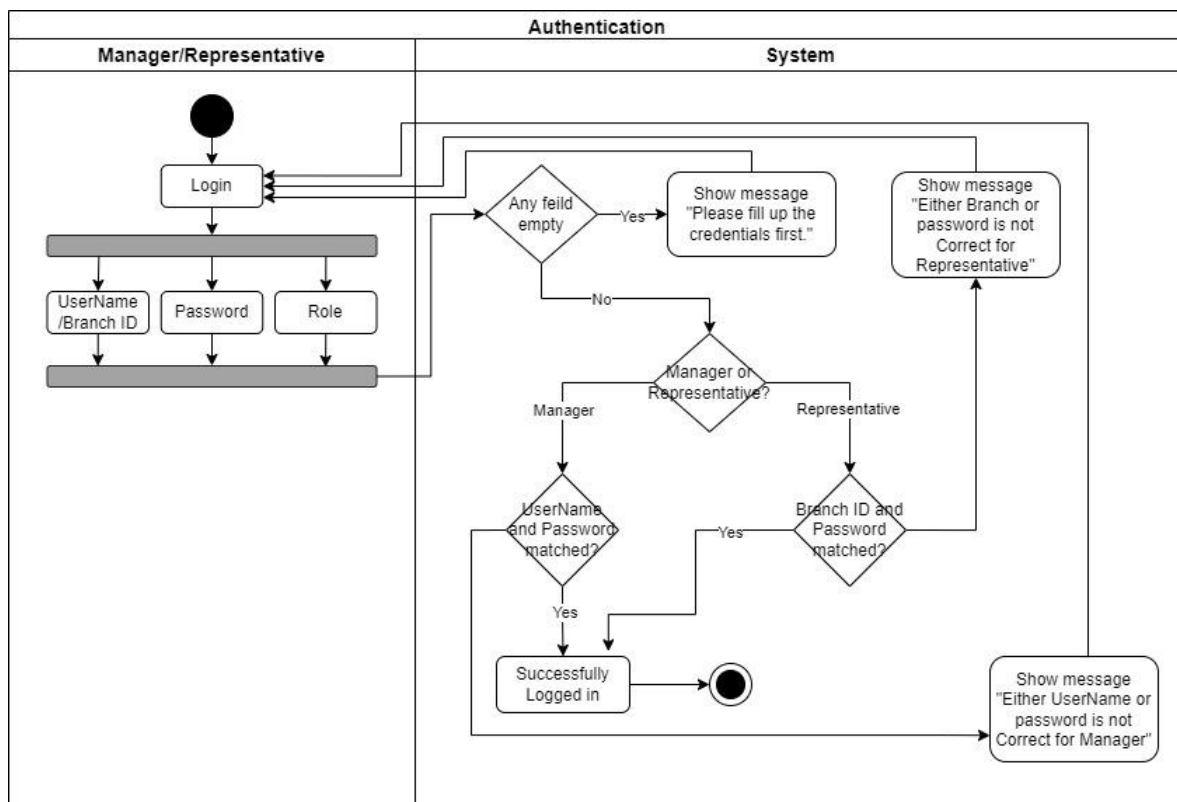
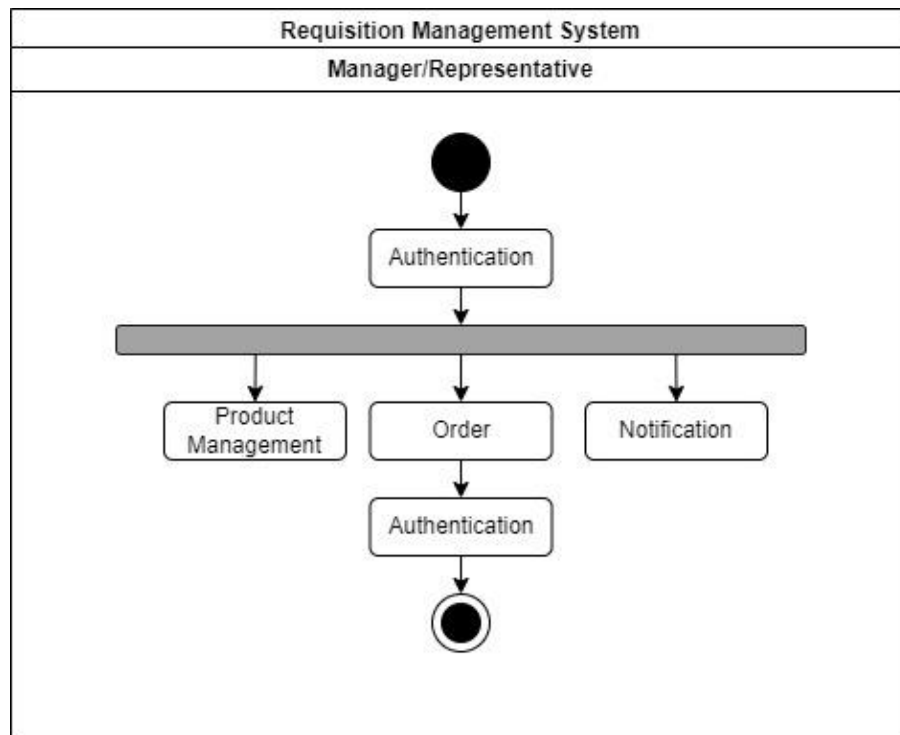
**R1:** The system will create a notification and send it to the Manager.

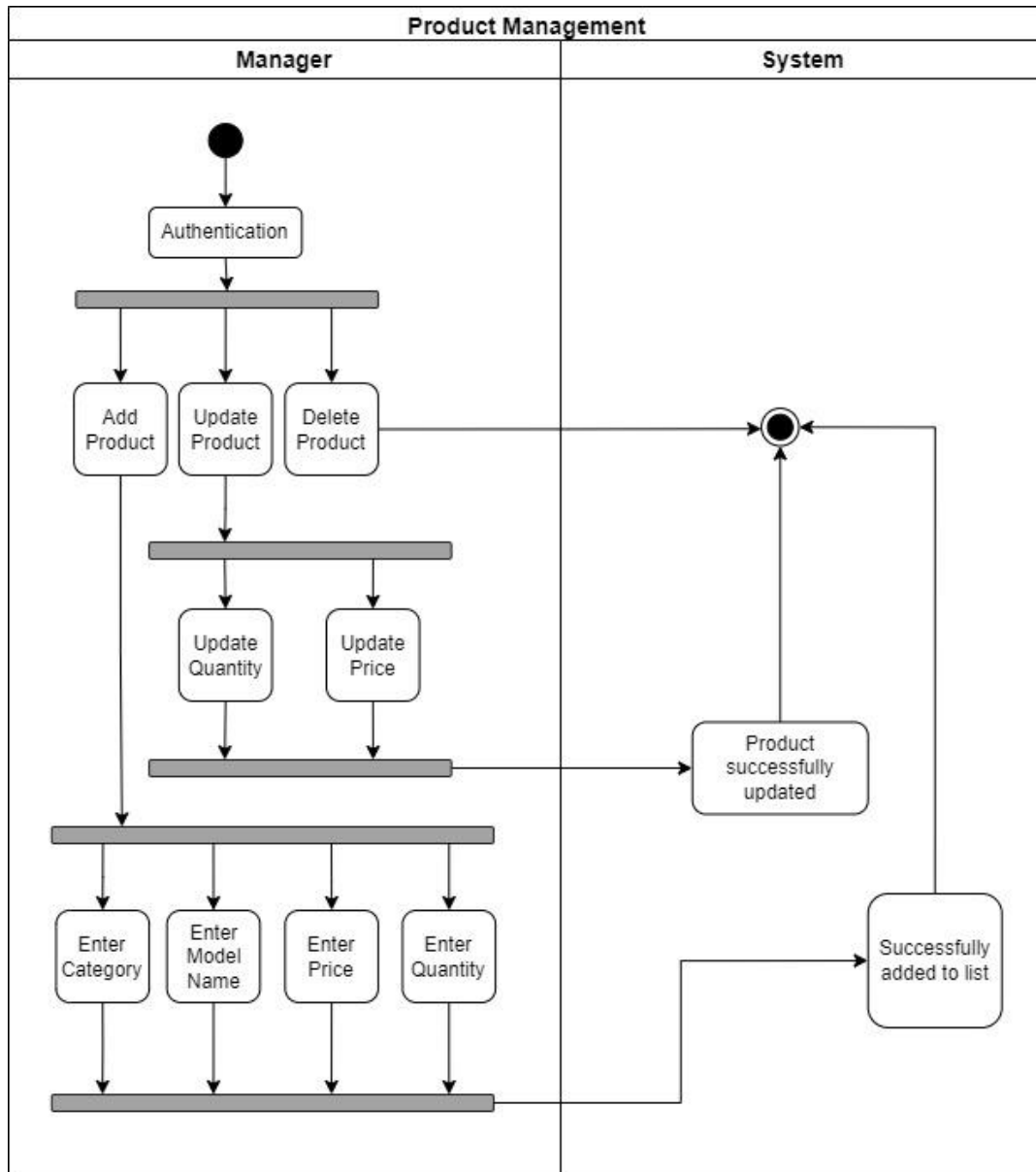
Manager:

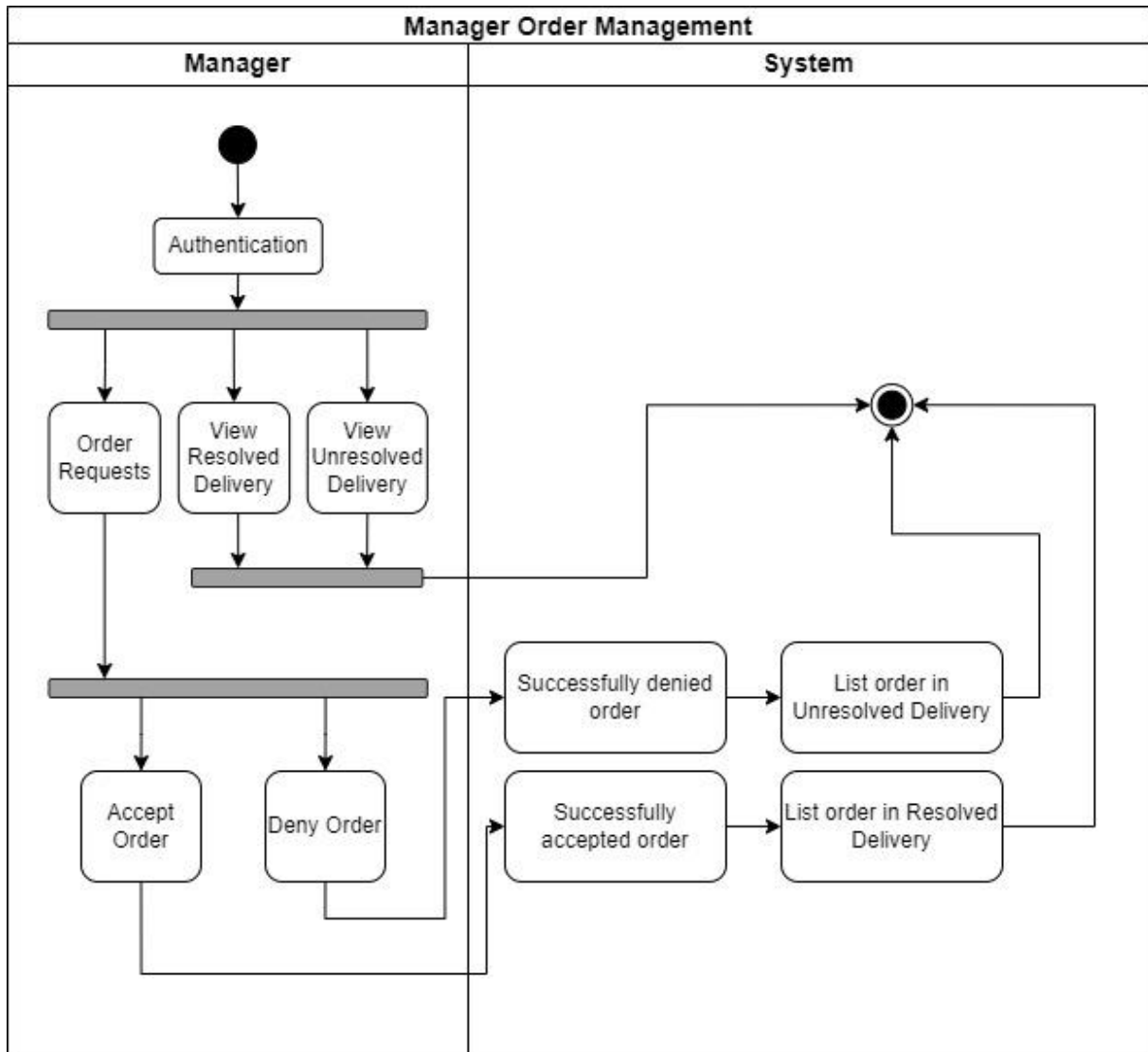
**A2:** The Manager responds to an order.

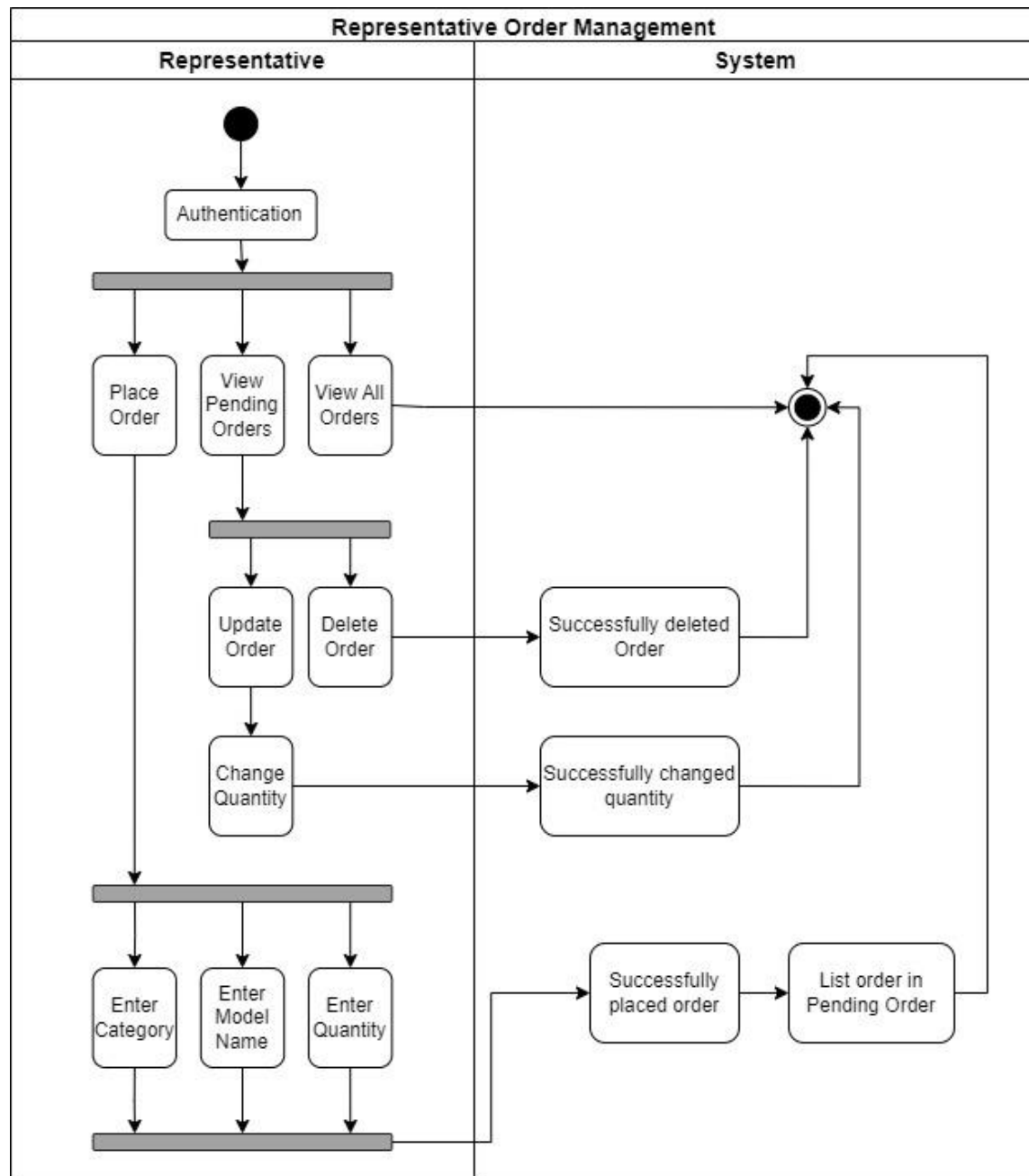
**R2:** The system will create a notification and send it to the representative.

## Swimlane Diagrams:

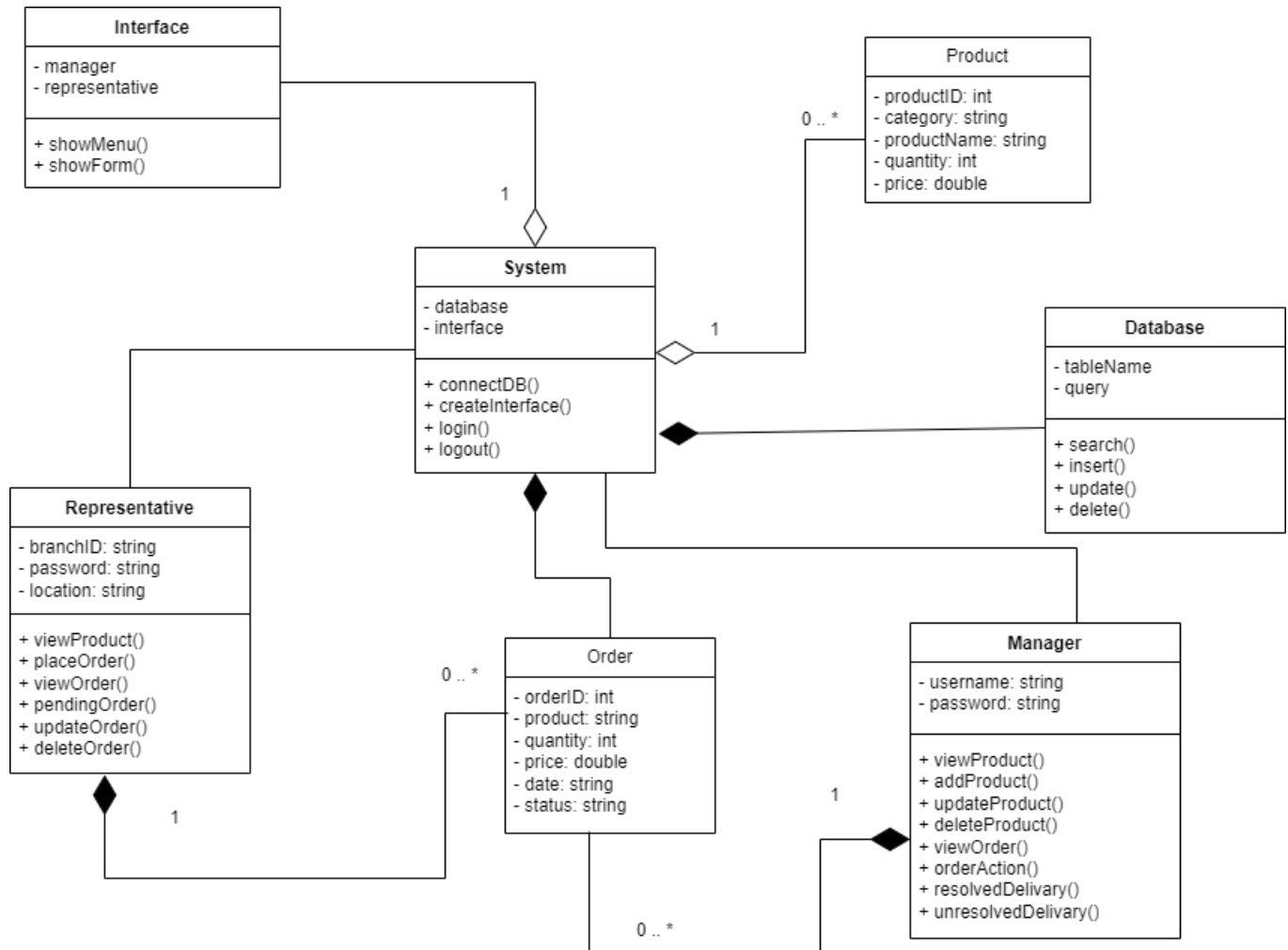








## Class Diagram:



UML Diagram