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30433

Gym Management System
Use-Case Model

Version <1.0>

Revision History

Date	Version	Description	Author
19/Mar/18	1.0	Presented 3 use-cases and 2 use-case diagrams of possible operations	Ardelean Eugen-Richard

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Use-Case Model

1. Use-Cases Identification

The 2 actors that are present in the system are the User and the Administrator(Trainer), the user will be able to use the most basic operations (create account, view program, etc.), while the Administrator which will be able to do basically everything, modify database, delete accounts, etc.

Use case: Create Account

Level: user-goal level

Primary actor: User

Main success scenario:

- ***User opens the application and enters the registration page***
- ***User enters his personal information: name, email, username, password***
- ***System checks if the email/username is unique and the password respects the chosen format and creates the account***

Extensions: If the user doesn't not respect the rules, an error message will be displayed and the user can try again to create the account

Use case: Log in

Level: user-goal level

Primary actor: User

Main success scenario:

- ***User opens the application***
- ***User enters the username/email and the password***
- ***System checks if the email/username and password match and opens up the main page of the application***

Extensions: If the user introduces a pair that does not match an error message will be displayed and he may enter oher information

Use case: Log out

Level: user-goal level

Primary actor: User

Main success scenario:

- ***User is logged into the application***
- ***User clicks log out button***
- ***System logs out the user and allows him to reintroduce the login information then or at another time***

Use case: Check Exercises

Level: user-goal level

Primary actor: User

Main success scenario: User gets a list of exercises that he has to do, he can check each exercise that he did during his workout

Extensions: An error message will be displayed

Use case: Answer Questions

Level: summary level

Primary actor: Administrator/Trainer

Main success scenario: Administrator gets a question from a user, and he can type an answer, which the user can view

Extensions: In case that the message is lost the user will remain with the answer 'No answer yet' until a solution is found

Use case: Create Account

Level: user-goal level

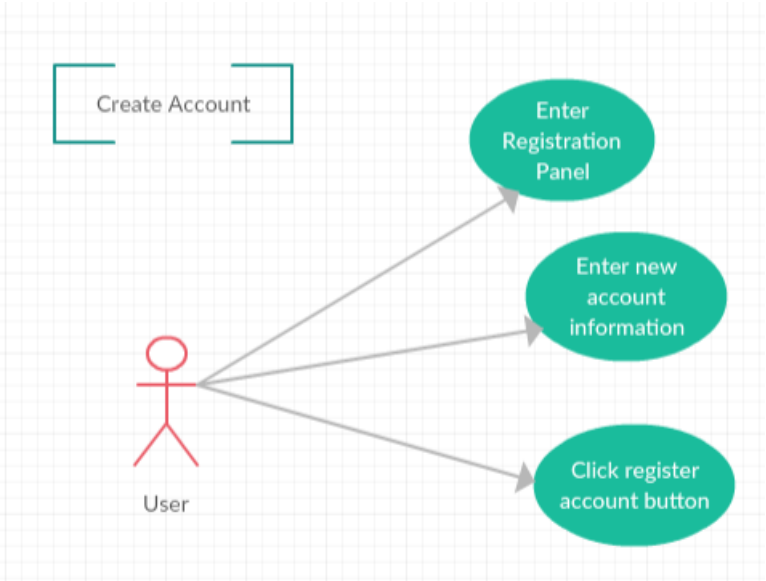
Primary actor: User

Main success scenario: Administrator/Trainer can choose from the database of exercises to add and create a custom program for a user

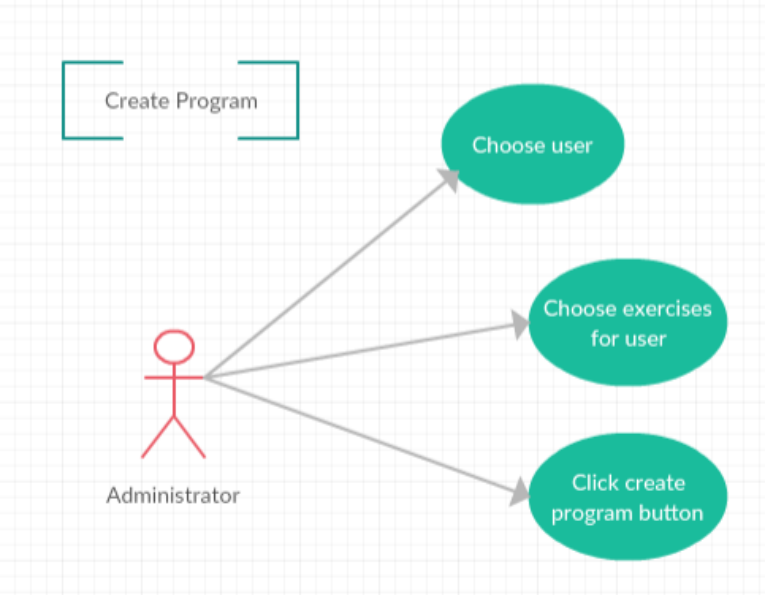
Extensions: Two users cannot have the same email, so in case of this happening an error message will be shown

2. UML Use-Case Diagrams

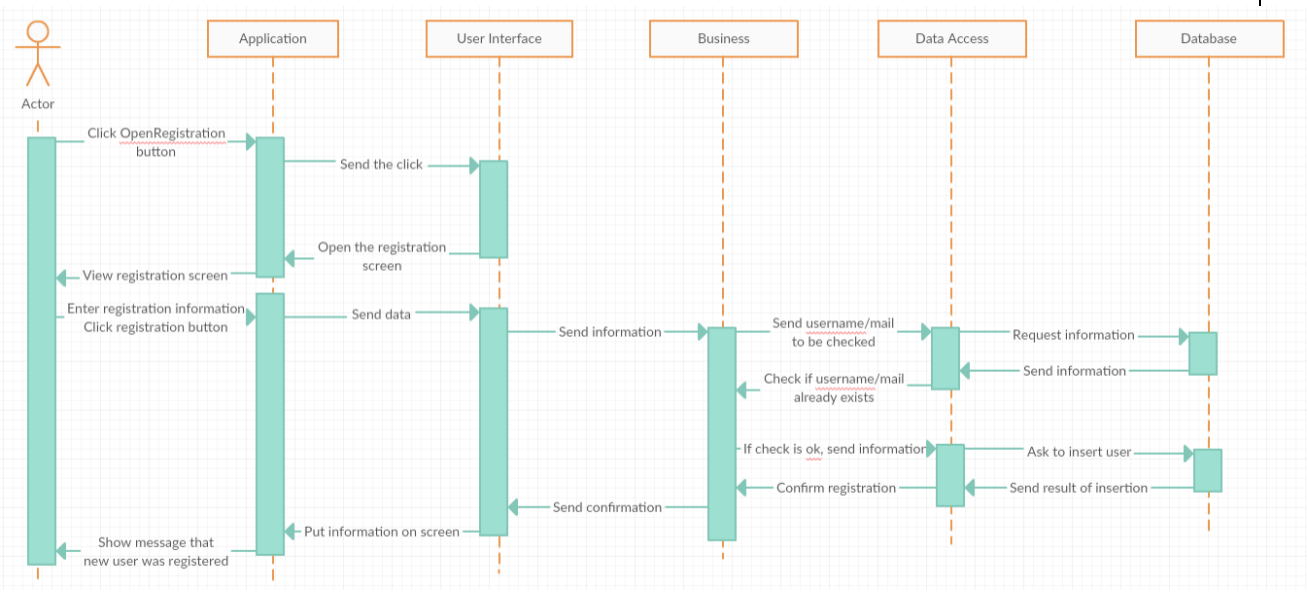
2.1 Create Account



2.2 Create Program



2.3 Sequence Diagram


Actor
Application
User Interface
Business
Data Access
Database
Click OpenRegistration button
Send the click
Open the registration screen
View registration screen
Enter registration information
Click registration button
Send data
Send information
Send username/mail to be checked
Request information
Send information
Check if username/mail already exists
If check is ok, send information
Ask to insert user
Confirm registration
Send result of insertion
Send confirmation
Put information on screen
Show message that new user was registered