Name:	Management selection interface
Actors:	Employees
Description:	An interface used to select between Warehouse selection and truckselection.
Trigger:	Upon boot up and leaving a selection interface.
Preconditions:	Actor is signed in.
Postcondition:	
Normal flow:	1. Actor - selects between warehouse or truck 2. System - confirms choice and redirects the Actor to the selected interface
Alternative flow:	2. system cannot redirect to selected interface (send error)

Name:	Warehouse selection interface
Actors:	Employees
Description:	An interface used to select the warehouse you want to interact with.
Trigger:	Upon selecting the warehouse management option from the "Management Selection"
Preconditions:	warehouse selection has been chosen
Postcondition:	
Normal flow:	1. Actor - selects which warehouse to enter. 2. System - confirms choice and redirects the Actor to the selected warehouse.
Alternative flow:	1. Actor decides to go back to selection interface 2. system cannot confirm choice (send error)

Name:	Warehouse management interface
Actors:	Employees
Description:	An interface used to select an action from the system.
Trigger:	Upon selection of a warehouse in the "warehouse selection interface" and upon leaving the selected action.
Preconditions:	Actor has selected this Warehouse from the "Warehouse selection interface"
Postcondition:	
Normal flow:	1. Actor - selects between a variety of options. 2. system - confirms the choice and redirects the Actor to the selected option's interface 3. Actor - proceeds to use the management option they selected
Alternative flow:	1. Actor chooses no option and instead goes back to warehouse selection 2. system cannot redirect(send error) 3. Actor exits the selected option

Name:	Adding items
Actors:	Admin
Description:	Adding a new item to the warehouse in question by inputting Name, id-code, and the shelf location of the item into the database.
Trigger:	Upon selecting the "Add item" from "Warehouse management interface".
Preconditions:	User is an Admin Actor has selected a Warehouse from the "Warehouse selection interface"
Postcondition:	
Normal flow:	1. Actor - inputs new item's data and location. 2. system - confirms the choice and registers the new item at the selected location.
Alternative flow:	1. Actor - goes back to the Warehouse management interface. 2. Actor - enters invalid information.(send error) 2. Actor - enters invalid location.(send error)

Name:	Visual map and moving goods
Actors:	Moving goods: Admin Visual map: Employees
Description:	- **Displays a map of the warehouse.** - **Moves items around with cursor keys.**
Trigger:	Upon selecting the "View map" from "Warehouse management interface".
Preconditions:	Actor has selected a Warehouse from the "Warehouse selection interface"
Postcondition:	
Normal flow:	1. System - displays a map of the warehouse. 2. Actor - selects an item to move. 3. System confirms new position and orders the changes.
Alternative flow:	1. Map cannot be found (send error) 2. selected item cannot be found(send error) 2. moved item to already occupied slot(send error) 3.cannot confirm the changes(send error)

Name:	Viewing Trucks and Cargo
Actors:	Employees
Description:	Displays the current position and state of any truck and their cargo.
Trigger:	Upon selecting the "View Trucks" from "Truck management interface"
Preconditions:	Actor has selected a Warehouse from the "Warehouse selection interface"
Postcondition:	
Normal flow:	1. Actor - selects a truck to view 2. System - confirms the choice and displays the requested truck.
Alternative flow:	1. Actor - selects a non-existing truck.(Send error) 2. System - is unable to confirm.(sends error)

Name:	**Interacting with Trucks and Cargo**
Actors:	**Admin**
Description:	**An interface where you are able to interact with a truck and it's cargo, Setting and changing its destination as well as its inside condition and its cargos data.**
Trigger:	<mark>**Upon selecting a truck**</mark>
Preconditions:	**Actor is an Admin.** **User has selected a Warehouse from the "Warehouse selection interface"** **Actor has chosen a truck.**
Postcondition:	
Normal flow:	1. **Actor - selects a truck to manage** 2. **System - confirms the choice and opens the interface of the requested truck.** 3. **Actor - proceeds to make changes.** 4. **System - confirms the changes and executes them**
Alternative flow:	1. **Actor - selects a locked truck.(send error)** 2. **System - is unable to confirm.(send error)** 3. **Actor - proceeds to make changes to an empty truck.(send error)**

Name:	Interacting with shelf items
Actors:	Admin
Description:	Interact with any item on a shelf and its data.
Trigger:	Upon selecting "Interact with shelves" from "Warehouse management interface".
Preconditions:	Actor is an Admin. Actor has selected a Warehouse from the "Warehouse selection interface" Actor have chosen a shelf from the Visual map.
Postcondition:	
Normal flow:	1. Actor - selects a shelf. 2. system - confirms the choice and redirects the Actor to the selected shelfs interface 3. Actor - Proceeds to make changes to the shelf's items. 4. system - confirms the changes and changes the shelf's items accordingly
Alternative flow:	2. The actor is not an admin, access is denied by the system. 2. shelf cannot be found(send error) 4. changes cannot be saved(send error)

Name:	Communicating with other users
Actors:	Employees
Description:	A chat that allows all the users of the system to communicate with each other
Trigger:	Upon entering "Warehouse management interface".
Preconditions:	Actor has selected a Warehouse from the "Warehouse selection interface" Actor have the chat tab open.
Postcondition:	
Normal flow:	1. Actor- writes a massage 2. Actor - sends message 3. system - posts the massage.
Alternative flow:	2. message was not sent (send notice) 3. message cannot be posted (send error)