Brent Johnson HW 4

Michael Peel

|  |  |
| --- | --- |
| Use Case Name | Pay Fine |
| Participating Actors: | Initiated by Library Staff on behalf of Member, Member |
| Flow of events: | 1. The Library Member informs the Library Staff that they would like to pay all or some of their fine. 2. The Library Staff enters in the Member’s ID number. 3. The system finds the Member’s account using the Member’s ID number as key value and displays the total fine amount. 4. The Library Member gives the Library Staff the amount of money they would like to pay. 5. The system reduces the fine amount associated with that Member’s ID number by the amount of money given to the Library Staff. |
| Exceptional Flow of Events: | 1. If the Member has given the Library Staff more money than their fine amount, the Library Staff will return (amount given – fine amount) to the Member. 2. If the member has no fine, 0 is returned to the system as fine amount. |
| Entry Conditions: | Member has informed Library Staff that they would like to pay some or all of their fine. The Library Staff starts the transaction on behalf of the member. |
| Exit Conditions: | The Member has given the Library Staff X dollars, and the fine amount associated with that Member has been reduced by X amount. |

3A.)

3B.) Entity objects : MemberList - The list of members of the library system

Member – the member (identified by ID number) who wants to pay

Control objects - PayFineAmount – Manages the payFine function. This object will

coordinate the work done by the system.