Use Cases

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Use Case #1 – Student’s Homepage and Functions

**Actor:** Student

**Precondition:**

The College Touring program must be started. The program is run by a student.

**Description:**

The Student is directed to choose the following options:

1. View a list of colleges
2. View a list of souvenirs
3. Plan a trip

If the first option is chosen, the student will be directed to another page where the screen shows a list of available colleges and their distance from Saddleback College.

If the second option is chosen, the student will be directed to another page where the screen shows a list of souvenirs for the selected college.

If the third option is chosen, the student will be directed to another page that will help them plan their college trip.

**Basic Flow: (Sunny case)**

. The student views the college list and finds the campuses that he or she is looking for

. The student goes to the souvenir list to see what is available from the campuses

. The student choose the “Plan a trip” option to create a plan for the college trip

**Alternative Flow: (Rainy case)**

. If the student does not see the colleges he or she wants to visit, the student exits out of the program

Use Case #2 – Administrator Functions

**Actor:** Administrator

**Precondition:**

The College Touring program must be started. The program is run by an administrator and the admin login must be successful.

**Description:**

The admin has the options to edit the price of the souvenirs from and delete a souvenir from a college, add a souvenir to a college, or add a new campus to the database.

**Basic Flow: (Sunny case)**

. The admin chooses the option to add a new college

. The program prompts for the college name and the admin enters the new college

. The program checks the database to see if the new college is already in the database

. If the new college is not in the database, the program asks the admin for confirmation.

. If the admin confirms that he or she wants to add the college, the program adds the new college to the database and displays a message that tells the admin that the database is updated.

. The admin chooses the option to edit the souvenirs

. The program shows a list of colleges from the database and prompts the admin to select the campus that he or she want to edit.

. The admin chooses the college that was just added chooses the option to add a souvenir

. The program prompts the admin to enter the item and the price

. The admin enters and confirms the souvenir information.

. If the souvenirs from the college do not include the new item, the program adds the new item along with the price to the database and displays a message to the admin that the database is updated

. The admins logs out and closes the program

**Alternative Flow: (Rainy case)**

. If the admin tries to add a college to the database that already exists, the program displays an error message stating that the college exists

. If the admin selects a college and attempts to add an existing souvenir to the database, the program displays an error message stating that the college is already offering the item in its store

. If the admin enters a negative value when entering or editing the price of an item, the program displays an error message stating that the price must be positive

Use Case #3 – Plan a college trip

**Actor:** Student

**Precondition:**

The program must be started, it must be run by a student, and the student already chosen the option to plan a trip.

**Description:**

The student will have the option to choose pre-existing travel plans or create a custom plan that allows the student to choose from the list of colleges and starting point. After choosing a plan, the student can view the shortest route, purchase souvenirs, view and edit the cart, and view total amount spent.

**Basic flow: (Sunny case)**

. The student chooses the option to create her own plan.

. The program displays a list of colleges and prompts the student to choose the starting college location

. The student chooses a starting college

. The program displays another list of colleges and prompts the student to choose the other colleges that he or she wants to visits

. The student confirms that he or she is done picking out the colleges.

. The program directs the student to another page that shows the information about the trip

. The programs displays the list of colleges in the order that makes the smallest route along with the total distance

. The programs tells the user to select a college from the list in order to view the souvenirs for purchase

. The student selects a college

. The program displays a list of souvenirs available from the selected campus

. The student selects an item and adds a quantity of it to the cart

. The student is satisfied and confirms the plan

. The program displays the total amount spent

. The student exits the program

**Alternative Flow: (Rainy case)**

. If the student does not see the college that he or she wants to visit, the student exits the program

. If the student is not satisfied with the plan, the student cancels the trip and plans another trip

. If the student accidently adds an item or the wrong quantity, the student views the cart to edit the item’s quantity or delete it.