

## 1. AddNewInventoryItem

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Successfully add new inventory item.</b>
<b>Trigger</b>	<b>Owner chooses add item option.</b>
<b>Precondition</b>	<b>Owner has an item they would like to add.</b>
<b>Postcondition</b>	<b>On success, item and properties are added into inventory.</b>

<b>Basic Flow:</b>	
<b>1. System prompts user for items properties.</b>	<b>2. Owner fills in form and confirms details.</b>
<b>3. System adds item and properties to inventory, and uploads Shared items. System returns user to inventory screen.</b>	

<b>Exceptions:</b>	
<b>2.1 Owner tries confirming details without filling in all required information.</b>	<b>2.1.1 System prompts Owner, reminding of required information.</b> <b>2.1.2 Owner may choose to enter correct information or cancel entry.</b>
<b>2.2 Photo size is too large</b>	<b>2.2.1 System prompts Owner, informing them that they have exceeded that maximum allowed photo size</b> <b>2.2.2 Owner may choose different photo.</b>
<b>3.1 Network is not available to upload item.</b>	<b>3.1.1 Server informs Owner that item will be uploaded when network is available. Item is stored locally.</b>

<b>Qualities</b>	<b>If network is not available, system will store item locally, and push it to the network when it's available.</b>
<b>Constraints</b>	<b>-Photos must be less than 65536 bytes -All entries require a name, category, quantity,quality,and permission.</b>
<b>Includes</b>	

<b>Extends</b>	<b>ViewInventory</b>
<b>Related Artifacts</b>	<b>US01.01.01, US01.03.01, US01.06.01, US01.07.01, US06.04.01, US06.06.01, US09.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 2. EditInventoryItem

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Successfully edit or delete inventory item.</b>
<b>Trigger</b>	<b>Owner chooses edit item option.</b>
<b>Precondition</b>	<b>Owner has an item they would like to edit.</b>
<b>Postcondition</b>	<b>On success, item properties are updated or item is removed.</b>

<b>Basic Flow:</b>	
<b>1. System displays item information to Owner in an editable form.</b>	<b>2. Owner may edit specific fields, or delete entire item. Confirms choice(s).</b>
<b>3.1 On delete choice, System prompts Owner for Confirmation. 3.2 System updates item properties.</b>	<b>4.1 Owner confirms delete.</b>
<b>5. System returns Owner to inventory screen.</b>	

<b>Exceptions:</b>	
<b>2.1 Owner deletes required field without re-filling it.</b>	<b>2.1.1 System prompts Owner, reminding of required information.  2.1.2 Owner may choose to enter correct information or cancel edit. On Cancel, Previous value is restored.</b>
<b>2.2 New Photo size is too large</b>	<b>2.2.1 System prompts Owner, informing them that they have exceeded that maximum allowed photo size  2.2.2 Owner may choose different photo.</b>
<b>3.1 Network is not available to upload changes.</b>	<b>3.1.1 Server informs Owner that changes will be uploaded when network is available. Changes are stored locally.</b>

<b>Qualities</b>	<b>If network is not available, system will store changes locally, and push it to the network when it's available.</b>
<b>Constraints</b>	<b>-Photos must be less than 65536 bytes -All entries require a name, category, quantity, quality, and permission.</b>
<b>Includes</b>	
<b>Extends</b>	<b>ViewInventory</b>
<b>Related Artifacts</b>	<b>US01.01.01, US01.03.01, US01.04.01, US01.05.01, US01.06.01, US01.07.01, US06.04.01, US06.06.01, US09.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

### 3. EditItemPhoto

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Successfully remove item photo receipt and replace with a new one</b>
<b>Trigger</b>	<b>Owner long clicks item photo during EditInventoryItem</b>
<b>Precondition</b>	<b>Owner wants to replace item photo</b>
<b>Postcondition</b>	<b>On success, owner replaces item photo receipt with a new photo receipt</b>

<b>Basic Flow:</b>	
<b>1. System prompts owner to confirm edit photo option</b>	<b>2. Owner confirms option</b>
<b>3. System displays a list of photos from the owner's phone</b>	<b>4. Owner selects photo</b>
<b>5. System replaces current item photo receipt with owner's selection</b>	

<b>Exceptions:</b>	
<b>3. Owner's phone does not possess any photos</b>	<b>3.1 System displays message showing owner does not have any pictures available, and must have pictures in order to replace the current one</b>  <b>3.2 Owner dismisses message</b>  <b>3.3 System returns owner to EditInventoryItem</b>
<b>4. Photo size is too large</b>	<b>4.1 System prompts Owner, informing them that they have exceeded that maximum allowed photo size</b>  <b>4.2 Owner may choose different photo.</b>

<b>Qualities</b>	
<b>Constraints</b>	<b>-Photos must be less than 65536 bytes</b>
<b>Includes</b>	
<b>Extends</b>	<b>-EditInventoryItem</b>
<b>Related Artifacts</b>	<b>US06.03.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 4. ViewInventory

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Successfully view inventory.</b>
<b>Trigger</b>	<b>Owner navigates to inventory.</b>
<b>Precondition</b>	<b>Owner wants to view their inventory items.</b>
<b>Postcondition</b>	<b>On success, owner navigates to inventory or item in inventory.</b>

<b>Basic Flow:</b>	
<b>1. System displays home screen.</b>	<b>2. Owner selects inventory from main menu.</b>
<b>3. Systems displays inventory screen.</b>	<b>4. Owner can browse inventory and select item to view.</b>

<b>Exceptions:</b>	
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<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	<b>AddInventoryItem, EditInventoryItem</b>
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US01.02.01, US01.03.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 5. AddAccount

<b>Participating Actors</b>	<b>User, System</b>
<b>Goal</b>	<b>User can create a user account</b>
<b>Trigger</b>	<b>User chooses account creation from login screen.</b>
<b>Precondition</b>	<b>User wishes to create a new account</b>
<b>Postcondition</b>	<b>System stores User's profile and account information.</b>

<b>Basic Flow:</b>	
<b>1. User chooses new account from login screen.</b>	<b>2. System prompts User to create a new profile.</b>
<b>3. User enters required information</b>	<b>4. System stores User profile, and forwards user to Home Screen where part of their profile is displayed.</b>

<b>Exceptions:</b>	
<b>3.1 User account already exists</b>	<b>3.1.1 System informs User that the username they have chosen already exists.</b>  <b>3.1.2 User may choose new username or return to the login screen.</b>
<b>3.2 User has not supplied all required information</b>	<b>3.2.1 System prompts User to fill in required information.</b>

	<b>3.2.2 User may fill in required information or cancel account set up.</b>
<b>3.3 Network is not available on profile creation.</b>	<b>3.3.1 System informs User that they need to connect to a network in order to create account.</b>

<b>Qualities</b>	<b>User's account will be unique. User will be able to edit non-unique information at any time. User will be able to choose in their profile whether or not to download images.</b>
<b>Constraints</b>	<b>-User must be connected to network for initial account creation to ensure a unique username. -Profile photos must be less than 65536 bytes. -User account must include username and email.</b>
<b>Includes</b>	<b>EditProfile</b>
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US02.04.01,US10.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 6. EditFriendList

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Successfully add or remove a friend.</b>
<b>Trigger</b>	<b>Owner chooses edit friends option.</b>
<b>Precondition</b>	<b>Owner wants to add or remove a friend from their friends list. and Owner's in "Friends" activity.</b>
<b>Postcondition</b>	<b>On success, owner will have added or removed a friend from their friends list.</b>

<b>Basic Flow:</b>	
<b>1. System displays friends list.</b>	<b>2.1 Owner selects add friend 2.2 Owner selects friend and then remove.</b>
<b>3.1 System prompts Owner for a username.</b>	<b>4.1 User enters a username.</b>

<b>3.2 On success, Owner and friend are no longer on each other's friends lists.</b>	
<b>5.1 System adds Owner and friend to each other's friends lists.</b>	

<b>Exceptions:</b>	
<b>5.1 Owner enters username that does not exist.</b>	<b>5.1.1 System informs Owner that user does not exist. 5.1.2 System prompts Owner for another username.</b>

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US02.01.02, US02.02.01, US02.03.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 7. BrowseFriendsInventory

<b>Participating Actors</b>	<b>Borrower, System, Friends</b>
<b>Goal</b>	<b>Browse or search the inventory of friends</b>
<b>Trigger</b>	<b>Borrower is on a friend's inventory page.</b>
<b>Precondition</b>	<b>Borrower wants to browse or search the inventory of friends. Only Items that are public will be viewable.</b>
<b>Postcondition</b>	<b>On success, Borrower views their friends inventory.</b>

<b>Basic Flow:</b>	
<b>1. System prompts Borrower for text query or to browse by category.</b>	<b>2.1 Borrower enters text query 2.2 Borrower selects category</b>

<b>3.1 System displays items from friends inventory that match text query.</b> <b>3.2 Systems displays items from friends inventory that match category.</b>	
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<b>Exceptions:</b>	
<b>3 Item cannot be found.</b>	<b>3 System tells user no matches are found.</b>
<b>3 Network is not available when searching for item</b>	<b>3 System displays items from a cached inventory of items from friends.</b>

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US03.01.01, US03.01.02, US03.01.03, US03.02.01, US09.03.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 8. ViewInventoryItem

<b>Participating Actors</b>	<b>Borrower, System, Friends</b>
<b>Goal</b>	<b>To successfully view an Inventory Item</b>
<b>Trigger</b>	<b>The Owner or Borrower selects an Inventory Item</b>
<b>Precondition</b>	<b>The Owner or Borrower is viewing an Inventory List and wishes to view a particular Item</b>
<b>Postcondition</b>	<b>The Owner or Borrower is taken to the Item's informational screen</b>

<b>Basic Flow:</b>	
<b>1. Owner or Borrower selects Item</b>	<b>2. The System displays the informational screen of the Item</b>



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<b>Exceptions:</b>	
<b>2.1 The Item has been deleted by the Owner</b>	<b>2.1 The System displays a message stating that the Item does not exist</b>
<b>2.2 The Item is private</b>	<b>2.2 The System displays a message stating that the Item is private</b>

<b>Qualities</b>	
<b>Constraints</b>	<b>For successful viewing of the Item, the Item must exist and be public at the time the Owner or Borrower selects the item.</b>
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US01.03.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 9. ViewInventoryItemPicture

<b>Participating Actors</b>	<b>Borrower, System, Friends</b>
<b>Goal</b>	<b>View pictures of the Inventory Item</b>
<b>Trigger</b>	<b>Owner or Borrower clicks to view pictures of the Item</b>
<b>Precondition</b>	<b>Owner or Borrower is in the ViewInventoryItem screen</b>
<b>Postcondition</b>	<b>The system displays a screen with the pictures of the Item is displayed</b>

<b>Basic Flow:</b>	
<b>1. Owner or Borrower clicks to view pictures of the Item</b>	

<b>Exceptions:</b>	
<b>1. Picture has been deleted</b>	<b>1. The system displays a message stating that the picture has been deleted</b>

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	<b>ViewInventoryItem</b>
<b>Related Artifacts</b>	<b>US06.02.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 10. Login

<b>Participating Actors</b>	<b>User, System</b>
<b>Goal</b>	<b>User successfully logs in to his/her account</b>
<b>Trigger</b>	<b>Starting the app or logging out of an existing session</b>
<b>Precondition</b>	<b>No User is signed in on local session</b>
<b>Postcondition</b>	<b>The User is signed in, where all account preferences are applied</b>

<b>Basic Flow:</b>	
<b>1. The User starts a new session in the app either by starting the app or logging out and then wishing to log in</b>	<b>2. The User enters his/her username and password</b>
<b>3. The User clicks Log In</b>	<b>4. System loads the User's home screen of the app</b>

<b>Exceptions:</b>	
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<b>3. The User enters incorrect username and password combination</b>	<b>3. The System displays a message stating that the login information is incorrect</b>
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<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	
<b>Notes</b>	
<b>Open Issues</b>	

## 11. ViewProfile

<b>Participating Actors</b>	<b>User, System</b>
<b>Goal</b>	<b>Be able to see personal and other's profile</b>
<b>Trigger</b>	<b>User clicks photo of a person entry</b>
<b>Precondition</b>	<b>User wants to view their profile.</b>
<b>Postcondition</b>	<b>On success, a profile page will pop up to show to the user.</b>

<b>Basic Flow:</b>	
	<b>1. User clicks a user's photo</b>
<b>2. System prompts a profile page for the user.</b>	<b>3. User can see the city, cell, age, email, photo, etc. in the profile page.</b>

<b>Exceptions:</b>	
	<b>1.1.1 User tries to clicks photo of a non friend entry while offline.</b>

<b>1.1.2 System prompts Owner, reminding of disabled network connection</b>	<b>1.1.3 User may try to get a network connection</b>
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<b>Qualities</b>	<b>Network is required only when tries to see non friend user's profile.</b>
<b>Constraints</b>	
<b>Includes</b>	<b>View Friends</b>
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US02.05.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 12. EditOwner'sProfile

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Be able to edit personal profile</b>
<b>Trigger</b>	<b>Owner clicks his or her own photo</b>
<b>Precondition</b>	<b>Owner has opened the main menu.</b>
<b>Postcondition</b>	<b>On success, Owner's profile will be updated</b>

<b>Basic Flow:</b>	
	<b>1. Owner clicks Owner's photo</b>
<b>2. System prompts owner's profile page for the Owner.</b>	<b>3. Owner makes changes in fields of interest and click update.(city, cell, age, comments, ect.)</b>
<b>4. System close the profile page and return owner to the home screen.</b>	

<b>Exceptions:</b>	
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	<b>3.1.1 Owner changes his/her profile photo with an oversized photo.</b>
<b>3.1.2 System warns the owner to discard the photo</b>	<b>3.1.3 Owner chooses another photo within size limit and update Or Owner chooses to not update profile photo.</b>
<b>3.1.4 System stops complain.</b>	

<b>Qualities</b>	
<b>Constraints</b>	<b>-Photo size limit 65536 bytes</b>
<b>Includes</b>	
<b>Extends</b>	<b>Owner view his/her own profile</b>
<b>Related Artifacts</b>	<b>US10.02.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

### 13. ViewOwner'sTrade

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Be able to view current and history trades</b>
<b>Trigger</b>	<b>Owner clicks Trades button in the main menu</b>
<b>Precondition</b>	<b>Owner wants to view their trades.</b>
<b>Postcondition</b>	<b>On success, Owner will be able to view his/her trades(current/past)</b>

<b>Basic Flow:</b>	
	<b>1. Owner clicks Trades</b>
<b>2. System prompts owner's a trades page showing all the trades owner has.</b>	<b>3. Owner browse trades by category(choose past or current)</b>
	<b>4. Owner selects a specific trade that he/she wants to see detail</b>

<b>5. System prompts a trade detail popup window to the owner</b>	<b>6. Owner can view the trade in detail</b>
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<b>Exceptions:</b>	

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US04.08.01 US04.09.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 14. Edit/Delete owner's pending trade

<b>Participating Actors</b>	<b>Owner, borrower, System</b>
<b>Goal</b>	<b>Be able to edit/delete pending trades</b>
<b>Trigger</b>	<b>Owner clicks Pending in the main menu.</b>
<b>Precondition</b>	<b>Owner has opened the main menu.</b>
<b>Postcondition</b>	<b>On success, Owner will be able to edit or delete his/her pending trades</b>

<b>Basic Flow:</b>	
	<b>1. Owner clicks Pending</b>
<b>2. System prompts owner's a Pending page showing all the pending trades owner has.</b>	<b>3. Owner browse pending trades and decide which one he/she wants to edit or delete</b>
<b>4. System prompts a popup window for details of the pending trade to the owner</b>	<b>5. Owner can edit the pending trade or choose to delete the trade</b>

<b>6. System records the updated trade information or remove the trade from the pending entries if the user clicks delete. System sends information to borrower.</b>	<b>7. Borrower gets pending info that the trade has been updated or canceled by the owner.</b>
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<b>Exceptions:</b>	
<b>6.1.1 System fails to update or delete the trade information on the server due to network issue. So borrower does not receive updates immediately.</b>	<b>6.1.2 Owner eventually gets a network connection.</b>
<b>6.1.3 System sends the updates or deletes data immediately afterwards.</b>	

<b>Qualities</b>	
<b>Constraints</b>	<b>Need network connection.</b>
<b>Includes</b>	
<b>Extends</b>	<b>View owner's trades</b>
<b>Related Artifacts</b>	<b>US04.05.01 US04.06.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 15. ViewFriends

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Be able to view owner's friend list</b>
<b>Trigger</b>	<b>Owner clicks Friends in the main menu.</b>
<b>Precondition</b>	<b>Owner has opened the main menu.</b>
<b>Postcondition</b>	<b>On success, Owner will be able to view all friends of his/her.</b>

<b>Basic Flow:</b>	
	<b>1. Owner clicks Friends</b>
<b>2. System prompts owner's a Friends page showing all the friends of owner</b>	<b>3. Owner browse the friends list shown in the view.</b>

<b>Exceptions:</b>	
	<b>3.1.1 Owner has no friend in the list to browse</b>

<b>Qualities</b>	<b>Good</b>
<b>Constraints</b>	<b>None</b>
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	
<b>Notes</b>	
<b>Open Issues</b>	

## 16. BorrowerProposesTradewithOwner

<b>Participating Actors</b>	<b>Owner, Borrower, System</b>
<b>Goal</b>	<b>Borrower being able to open and complete a trade with Owner</b>
<b>Trigger</b>	<b>Borrower clicks trade in the item view</b>
<b>Precondition</b>	<b>Borrower under item view and wants to open a trade with the owner for that item.</b>
<b>Postcondition</b>	<b>On success, a trade between borrower and owner can be completed</b>

<b>Basic Flow:</b>	
	<b>1. Borrower clicks trade in the item view</b>



<b>2. System prompts Borrower's a trade detail popup window with information needed to be edited by the borrower.</b>	<b>3. Borrower enters information (what to trade for the item, quantity, comments etc )and confirm.</b>
<b>4. System saves the record and upload to the server and send pending trade info to the owner</b>	<b>5. Owner gets online and receives the pending trade. Decide accept or reject</b> <b>5.1 Owner accept the trade request</b> <b>5.2 Owner reject the trade request</b> <b>5.3 Owner starts a counter trade request with additional information(select item from borrower he/she wants for trade; comments) entered and sends to borrower.</b>
<b>6 System saves the record and upload to the server and send pending info to the borrower</b> <b>6.1 Trade succeed. System automatically send emails about all the information of the trade to borrower and owner</b> <b>6.2 Trade failed. System send pending info to borrower, noticing borrower trade is not succeed</b> <b>6.3 Counter trade starts. System send pending info to borrower.</b>	<b>7.1 Borrower and Owner both receive email that confirming trade succeed and information regarding the trade detail</b> <b>7.2 Borrower receives pending info that trade failed</b> <b>7.3 Borrower receives pending info about counter trades requested by the owner.</b> <b>7.3.1 Borrower accepts the counter trades request</b> <b>7.3.2 Borrower rejects the counter trades request</b>
<b>8.3.1 Counter trades succeed. System automatically send emails about all the information of the trade to borrower and owner</b> <b>8.3.2 Counter trades failed. System send pending info to the owner that the counter trade is failed</b>	<b>9.3.2 Owner get pending info telling him/her the counter trades failed.</b>

<b>Exceptions:</b>	
<b>4.1.1 System can't send pending info to owner because borrower didn't get an internet connection</b>	<b>4.1.2 Borrower will eventually get online</b>
<b>4.1.3 System will send the info to owner as long as borrower gets online otherwise never</b>	
	<b>5.1.1.1 Owner fails to accept the request because borrower changed his mind that he canceled the trade before owner clicks accept</b>
<b>5.1.1.2 System warns the owner and automatically close the trade</b>	
	<b>5.3.1.1 Owner enters a good he wants for counter trades but borrower does not have that good</b>
<b>5.3.1.2 System warns the owner</b>	<b>5.3.1.3 Owner choose a item that borrower has or giveup the counter trades</b>

<b>Qualities</b>	
<b>Constraints</b>	<b>Intermediate Both owner and borrower must have good internet connection</b>
<b>Includes</b>	
<b>Extends</b>	<b>View Inventory Items</b>
<b>Related Artifacts</b>	<b>US04.01.01 US04.02.01 US04.03.01 US04.04.01 US04.07.01 US06.04.01 US09.02.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 17. Owner Configures Image Preferences

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Be able to enable/disable image downloading</b>
<b>Trigger</b>	<b>Owner clicks the setting icon in the main menu</b>
<b>Precondition</b>	<b>Owner has opened the main menu.</b>
<b>Postcondition</b>	<b>On success, Owner will be able to enable or disable image downloading option</b>

<b>Basic Flow:</b>	
	<b>1. Owner clicks setting icon</b>
<b>2. System prompts owner's a configuration page including image downloading option</b>	<b>3. Owner choose enable or disable for the option and choose(click) update.</b>
<b>4. System saves owner's updated setting and enable or disable image downloading of the system</b>	

<b>Exceptions:</b>	
<b>None</b>	

<b>Qualities</b>	<b>Good</b>
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US06.05.01 US10.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 18. OwnerSearchesForBorrower

<b>Participating Actors</b>	<b>Owner, Borrower, System</b>
<b>Goal</b>	<b>Owner successfully finds link to Borrower's profile</b>
<b>Trigger</b>	<b>Owner clicks Find a Person either on his/her own profile or in the home screen of the app</b>
<b>Precondition</b>	
<b>Postcondition</b>	

<b>Basic Flow:</b>	
<b>1. The Owner clicks Find a Person either on his/her own profile or in the home screen of the app</b>	<b>2. The System displays a search bar that prompts the Owner to enter the name or username of the person for whom he/she is searching (the Owner specifies whether the search is being done by name or by username)</b>
<b>3. A successful search returns all Users who match the name or username criteria specified by the Owner</b>	

<b>Exceptions:</b>	
<b>1. If the search is unsuccessful--that is, no Users are returned from the search--then the System displays a message stating that no results were found</b>	

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	<b>US02.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 19. OwnerSelectsBorrowerFromSearch

<b>Participating Actors</b>	<b>Owner, Borrower, System</b>
<b>Goal</b>	<b>Owner selects Borrower from list of Users returned from Find a Person search, and the system navigates to this User's profile</b>
<b>Trigger</b>	<b>Owner clicks on User's profile</b>
<b>Precondition</b>	<b>Successful OwnerSearchesForBorrower, which displays a link to at least one User</b>
<b>Postcondition</b>	<b>Owner views the User's profile</b>

<b>Basic Flow:</b>	
<b>1. Owner selects displayed profile of User</b>	<b>2. The System navigates to this User's profile</b>

<b>Exceptions:</b>	

<b>Qualities</b>	
<b>Constraints</b>	

<b>Includes</b>	
<b>Extends</b>	<b>OwnerSearchesForBorrower</b>
<b>Related Artifacts</b>	<b>US02.01.01</b>
<b>Notes</b>	
<b>Open Issues</b>	

## 20. OwnerSearchesUniversalInventory

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Owner performs a search in the universal inventory for a particular Item</b>
<b>Trigger</b>	<b>On the home screen of the app, the Owner selects the option to perform a universal inventory search</b>
<b>Precondition</b>	
<b>Postcondition</b>	

<b>Basic Flow:</b>	
<b>1. On the home screen of the app, the Owner selects the option to perform a universal inventory search</b>	<b>2. The System displays a search screen with optional categories to help narrow the search</b>
<b>3. A successful search returns all relevant Items</b>	

<b>Exceptions:</b>	
<b>3. If the search is unsuccessful--that is, no Items are returned--then the system displays a message stating that no results were found</b>	

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	

<b>Extends</b>	
<b>Related Artifacts</b>	
<b>Notes</b>	<b>To view an Item, see ViewInventoryItem</b>
<b>Open Issues</b>	

## 21. OwnerSearchesPersonalInventory

<b>Participating Actors</b>	<b>Owner, System</b>
<b>Goal</b>	<b>Owner performs a search in his/her personal inventory for a particular Item</b>
<b>Trigger</b>	<b>Owner clicks to view his/her own inventory Items in his/her profile</b>
<b>Precondition</b>	
<b>Postcondition</b>	

<b>Basic Flow:</b>	
<b>1. Owner clicks to view his/her own inventory Items in his/her profile</b>	<b>2. The System displays a list of all inventory Items for the Owner</b>

<b>Exceptions:</b>	
<b>2. If the Owner has no inventory Items, the System will display a message stating that there are no Items</b>	

<b>Qualities</b>	
<b>Constraints</b>	
<b>Includes</b>	
<b>Extends</b>	
<b>Related Artifacts</b>	

<b>Notes</b>	<b>To view an Item, see <code>ViewItem</code></b>
<b>Open Issues</b>	