<C#>

<POS System>

Use Case Report

Revision History

Authors	Description of Change	Sections	Rev	Date

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1   Team Description

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2   Project Description

Statement of Purpose:

Develop quick, simple, and efficient point of sale system to be used in stores similar to a self-checkout experience.

Detailed Description:

Read above.

2.1   Use Case Diagram
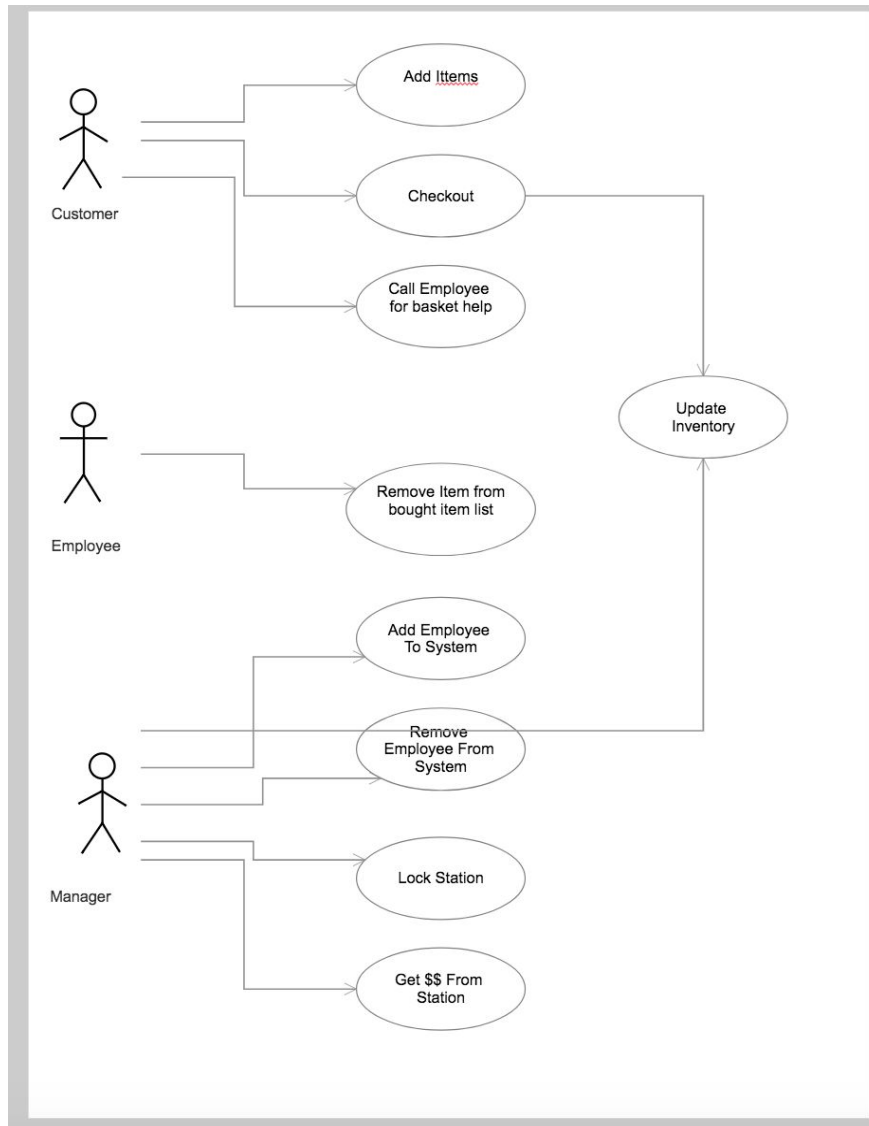
2.2 Use Case List

Use Case		
Sequence Number	**Actor**	**Goal**
1	Customer	Add items to virtual cart in order to checkout
2	Customer	Call employee for item VOID
3	Employee	Remove item from virtual cart
4	Manager	Add/Remove employee to system access list
5	Manager	Lock stations
6	Manager	Open "register" to collect cash

2.2.1   <Add items to virtual cart and checkout>

Primary Actor: Customer

Secondary Actors(s): N/A

Goal in Context: Scan/Enter items into virtual cart and checkout

Preconditions: N/A

Additional Description: The customer will scan their items into their virtual basket and pay. If the customer does not want an item anymore, they must call over an employee in order to void the item. Once the customer has paid, the stores inventory will be updated.

2.2.1.1   <Checkout>

      Customer will walk up to a self-checkout machine and add the items from their physical cart to the systems virtual cart. Once they have added all their items, they will choose whether to pay with cash or card. From there a receipt will print and the customer has completed the checkout process.

2.2.2   <Remove item from virtual cart>

Primary Actor: Employee

Secondary Actors(s): Customer

Goal in Context: Void item from customer virtual cart

Preconditions: Item has been scanned into the virtual cart.

Additional Description: The customer will call an employee to come and input a password in order to void the item. The employee would then take the physical item and put it back on the shelfs.

2.2.2.1   <Void Item>
Employee will select the item the customer wants removed and will press the void button. This will prompt for a password. The employee will input his password and re-shelf the physical item.

2.2.3   <Add/remove employee, lock station, open register>

Primary Actor: Manager

Secondary Actors(s): Employee

Goal in Context: Add and remove employees from the system access list, lock a station(s), and open the register to collect cash.

Preconditions: N/A

Additional Description: When the store hires/fires an employee, the manager will add/revoke access to the system for them. The manager can also collect the cash at the end of the day as well as lock the system from being used.

2.2.3.1   <Collect cash>
Once the day is over, the manager can go to each system and input is password in order to unlock the registers and collect the money from that day.

2.2.3.2   <Lock station>

The manager will walk over to each station and input his password in order to lock the station. The same manager password is used to unlock them.