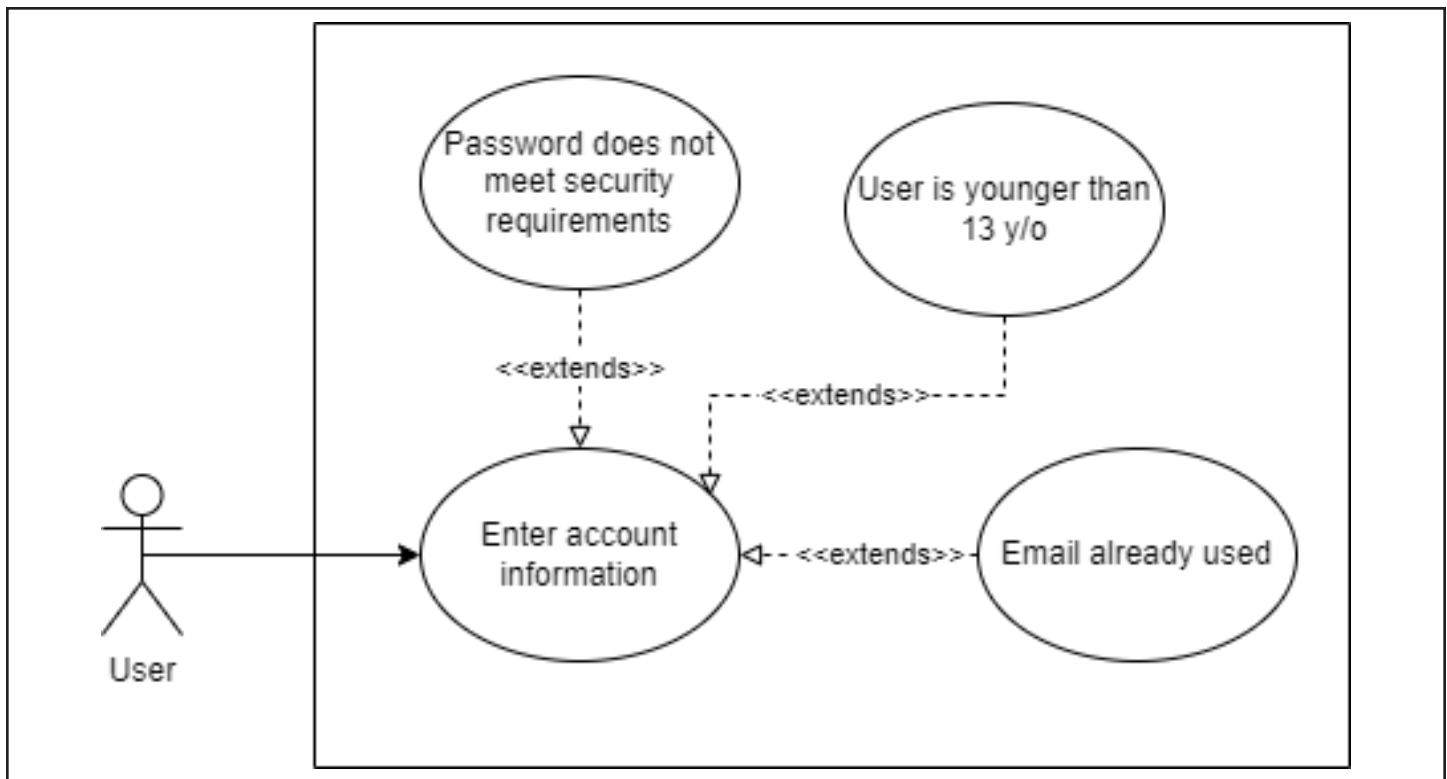


Use Case Diagrams

Figure 1: Customer makes an account



Entry conditions:

1. Customer wants an account with Dan's Frappes

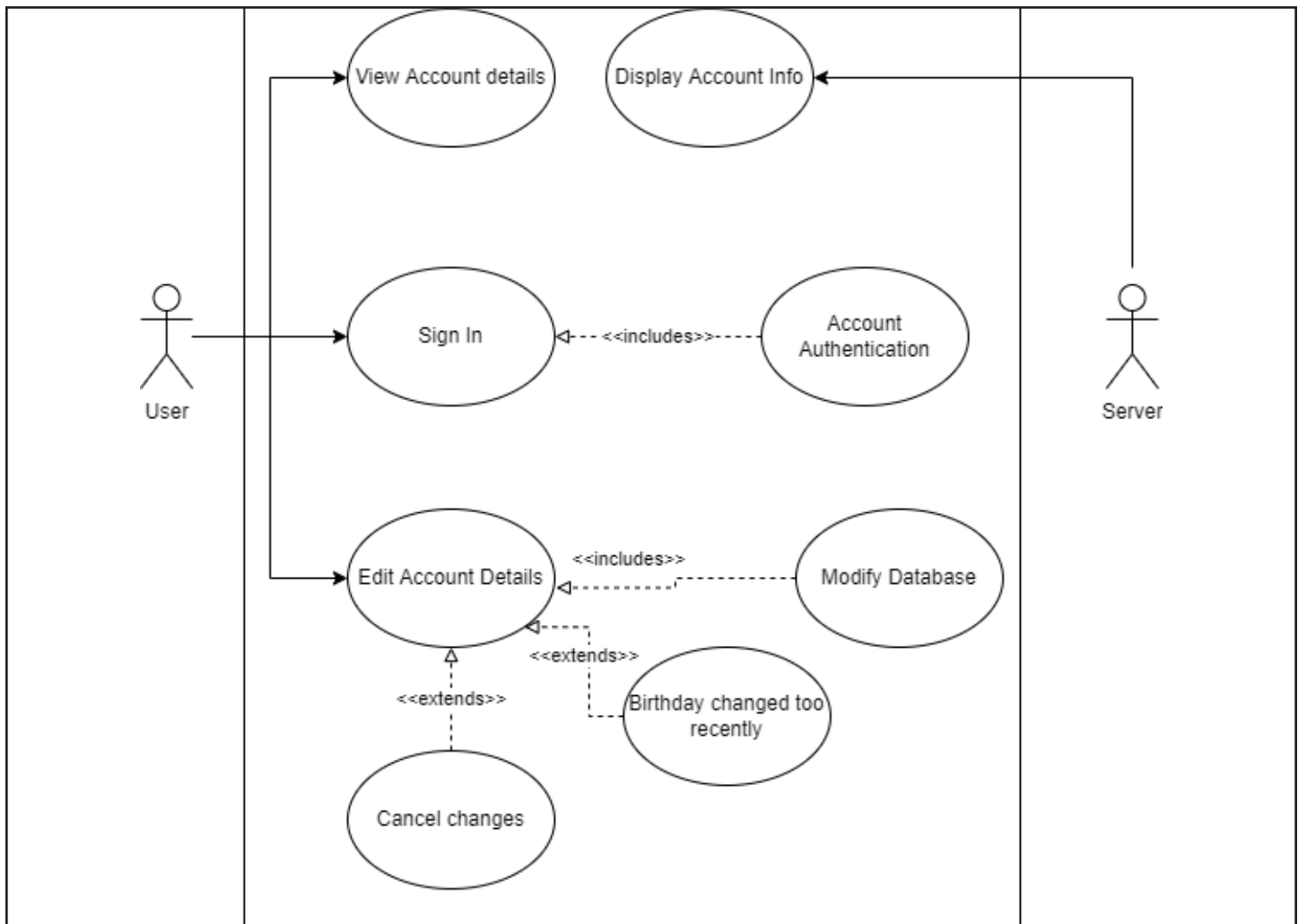
Exit conditions:

1. Customer exits account creation or completes the form

Event flow:

1. Customer clicks create account link
2. System displays new account form
3. Customer enters email, name, password, and birthday, then clicks create new account
4. Information is sent to the server, and database is updated with new account information
 - Password is sent securely

Figure 2. User edits account details



Entry conditions:

1. User has made an account

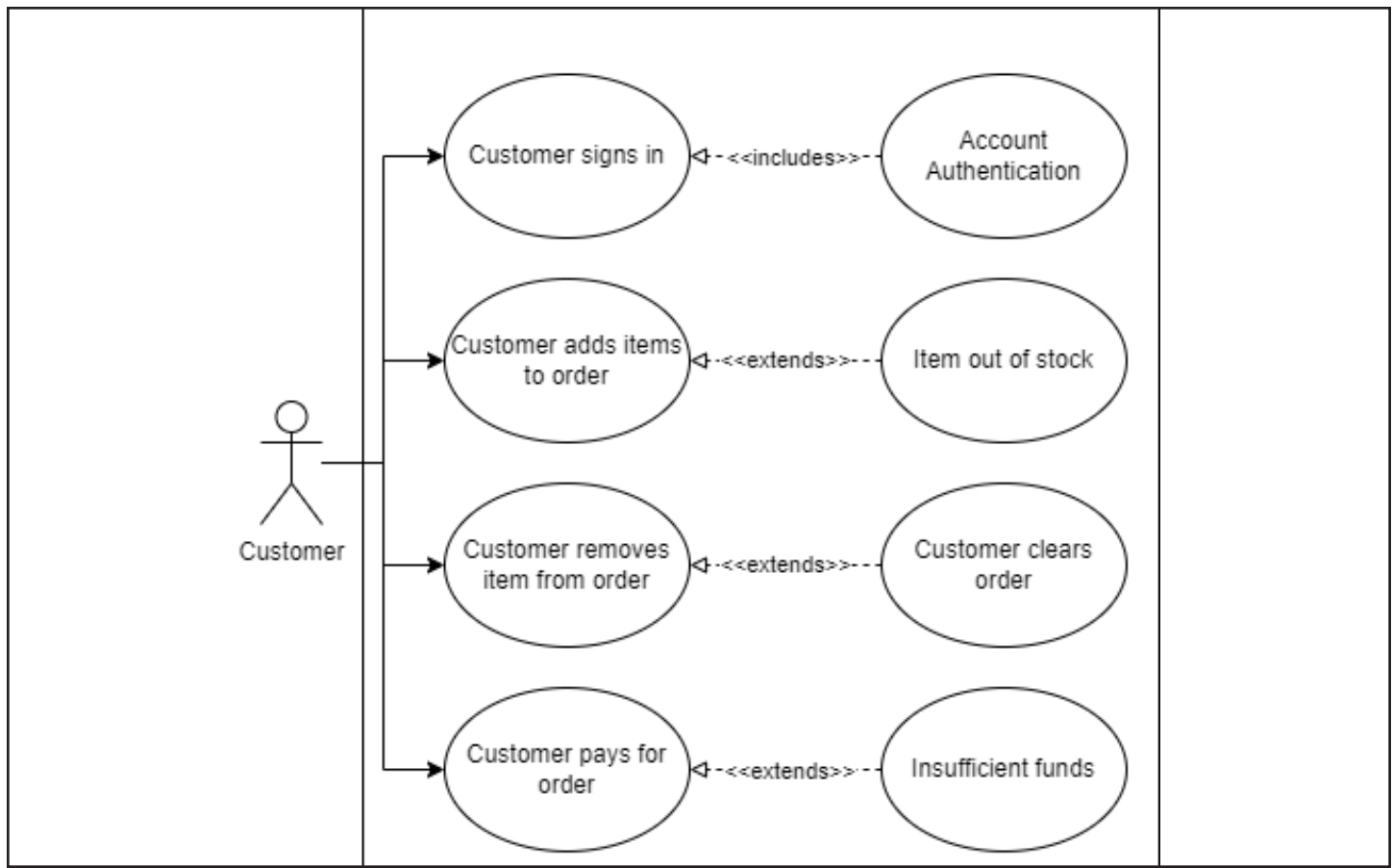
Exit conditions:

1. User clicks the save button or the cancel button

Event flow:

1. User signs in
2. User views their account details
3. Server displays account info
4. User clicks edit account button
5. Server loads a form with the account information
6. User edits the form and clicks submit
7. Server updates database information
8. User is redirected to the account details page

Figure 3: Customer places an order



Entry conditions:

1. Customer wants to order something
2. Customer has made an account

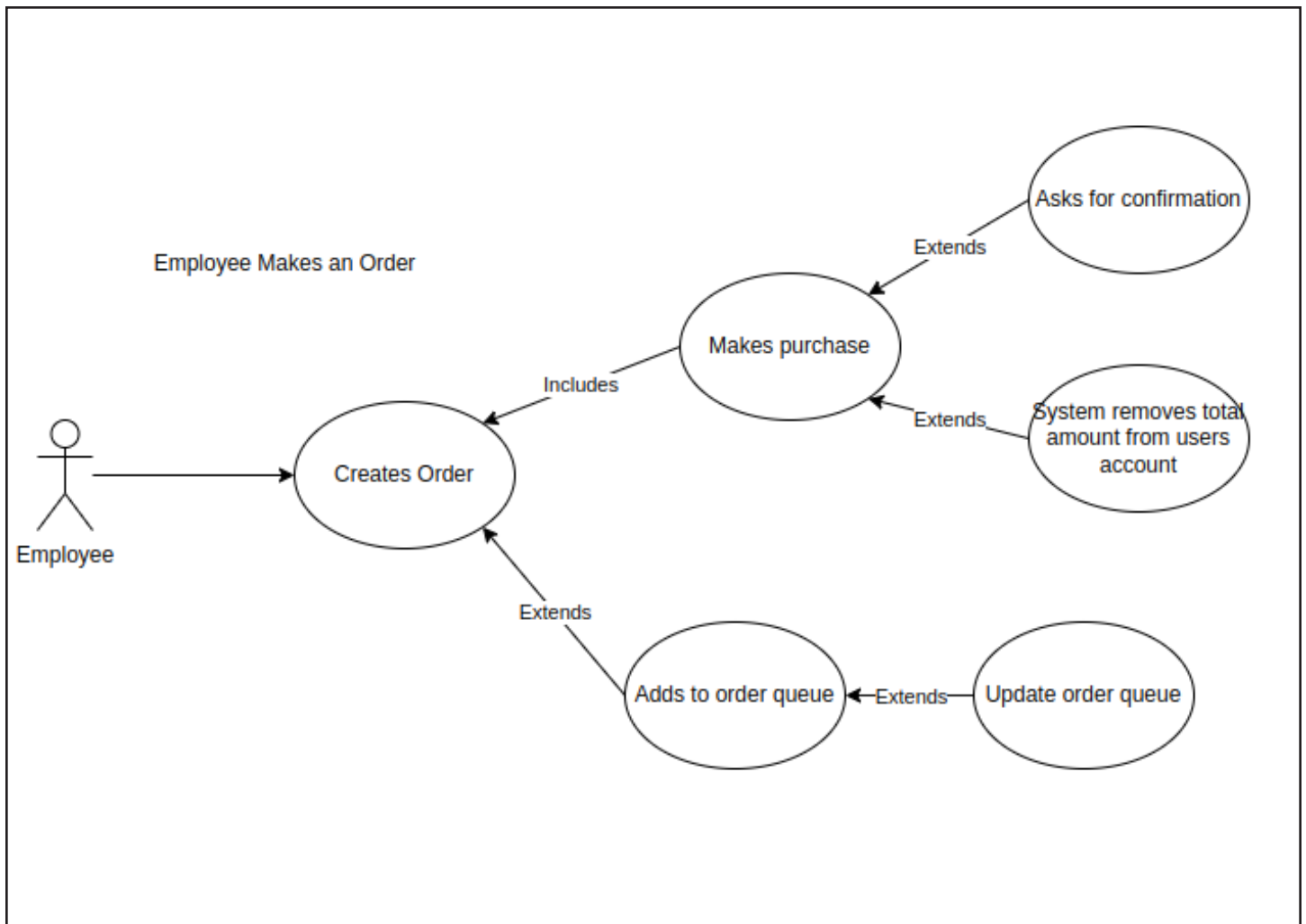
Exit conditions:

1. Customer clicks place order and successfully pays
2. OR customer clears their order

Event flow:

1. Customer has logs into the website
2. Customer views the menu page
3. Customer clicks on a menu item to view details
4. System displays information on the item including customizable components
5. The customer customizes an order, then clicks add to order
6. The item is sent to the server and added to the customer's current order
7. Steps 2-5 are repeated for as many items as the customer would like
8. The customer clicks the view order button
9. The server displays the customers full order and the cost
10. If the customer doesn't have enough money, an add funds button is shown
11. If the customer does have enough money, they click pay
12. The server adds the order to the queue
13. The customer's current order is cleared

Figure 4: Employee makes an order



Entry conditions:

1. There orders needing to be made

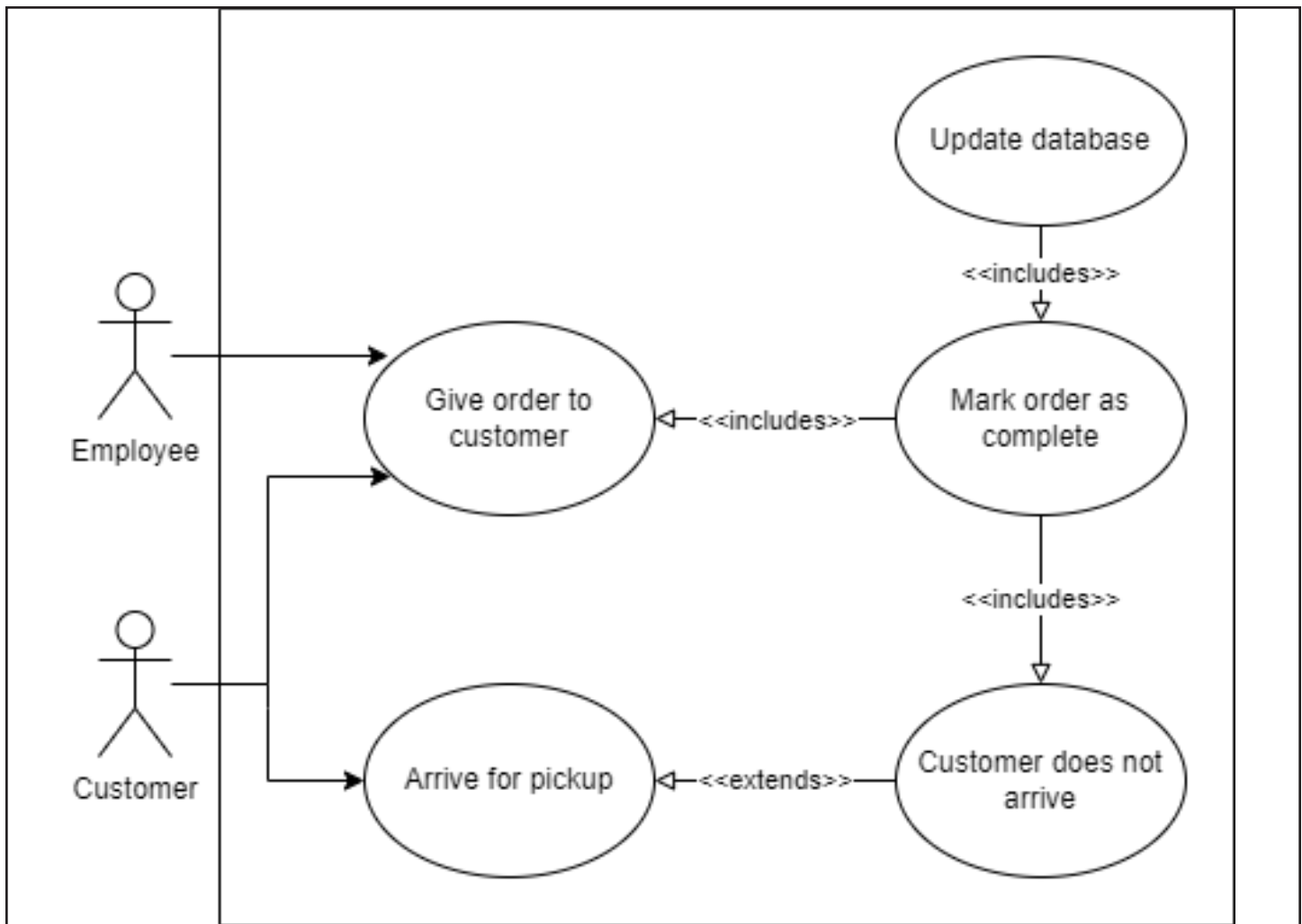
Exit conditions:

1. Employee clicks that an order is fulfilled

Event flow:

1. Employee signs in
2. Server presents the employee with all unfulfilled orders in a queue
3. Employee clicks on an order to view it in more detail
4. Employee clicks “mark as complete” button to finish order
5. Server marks order as complete and moves it to the list of completed orders

Figure 5: Employee gives order to customer



Entry conditions:

1. Order has been previously made
2. Customer has arrived for pickup, and has given the employee the name on the order

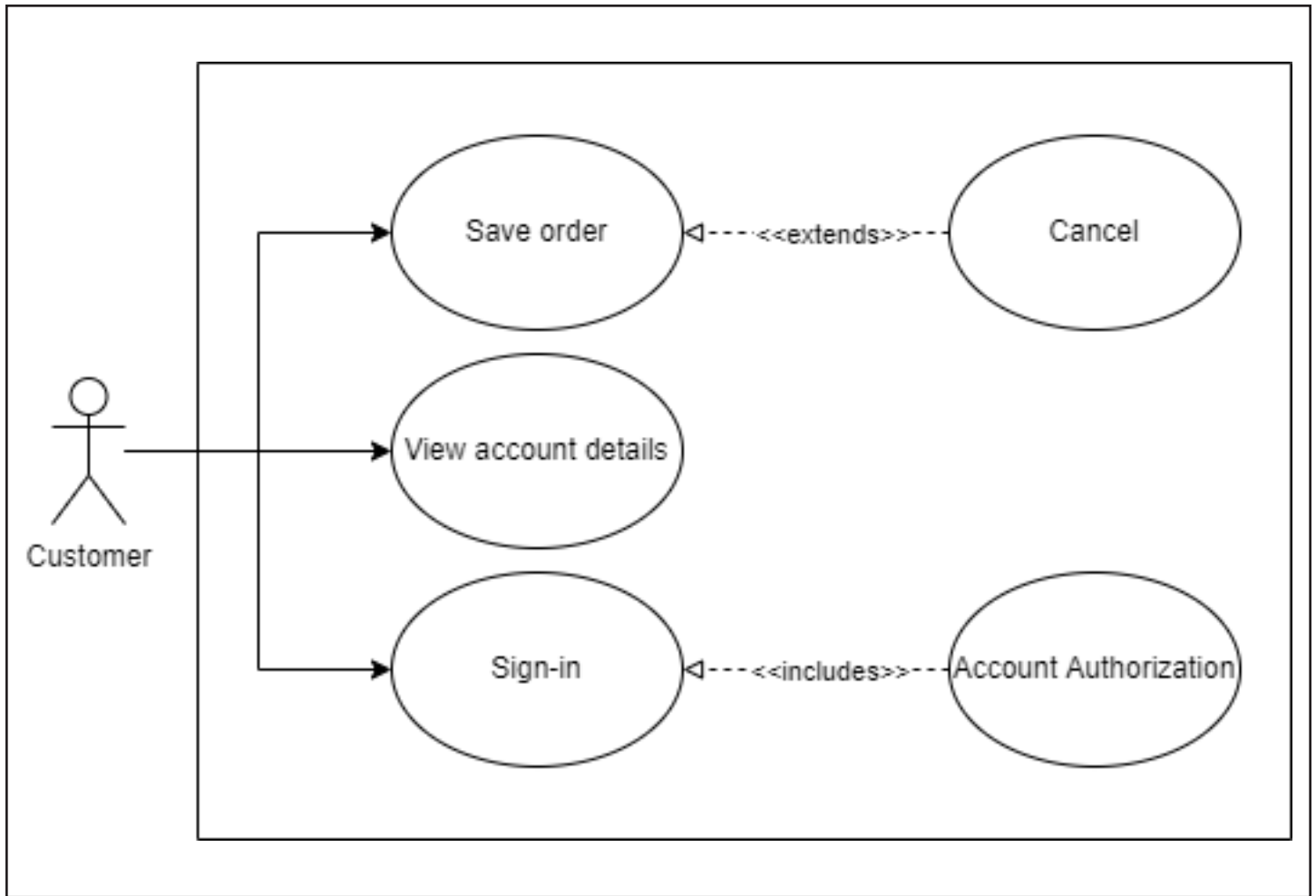
Exit conditions:

1. Employee clicks "mark as complete"

Event flow:

1. Employee signs in
2. Server presents cashier with a list of fulfilled orders sorted by name
3. Employee clicks on the correct order
4. Employee clicks "mark as complete"
5. Server removes order from the list
6. Server updates the transaction history of the customer to show that the order was picked up

Figure 6: Customer saves an order



Entry conditions:

1. Customer has placed an order previously

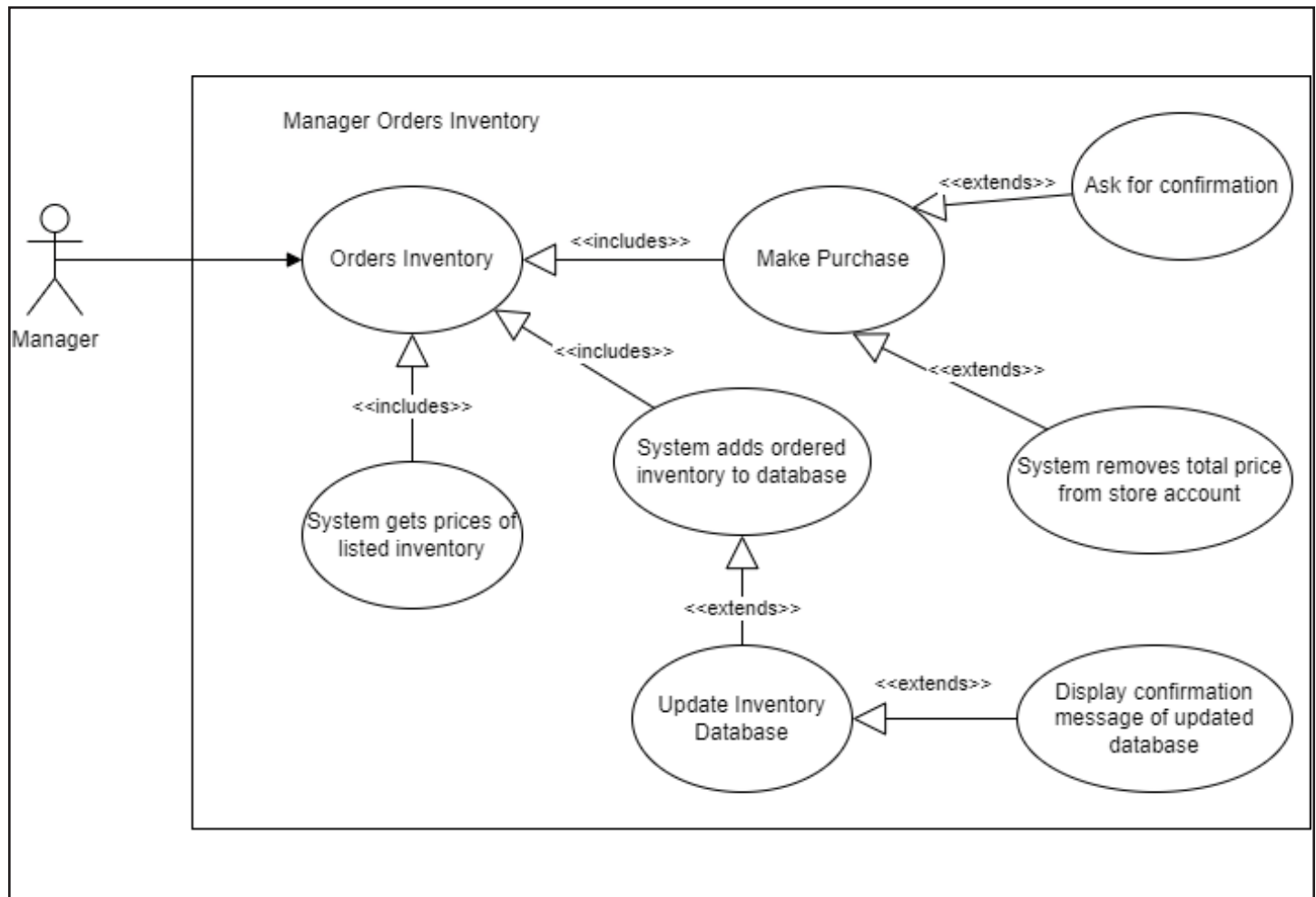
Exit conditions:

1. Customer saves or exits the add to favorites popup

Event flow:

1. Customer signs in
2. Customer views their account details
3. Server displays details, along with a list of recently ordered items
4. Customer selects an item, then clicks add to favorites
5. Customer enters a name for the item, then clicks save
6. Server adds order with name to customer database

Figure 7: Manager orders inventory



Entry conditions:

1. Store needs more inventory

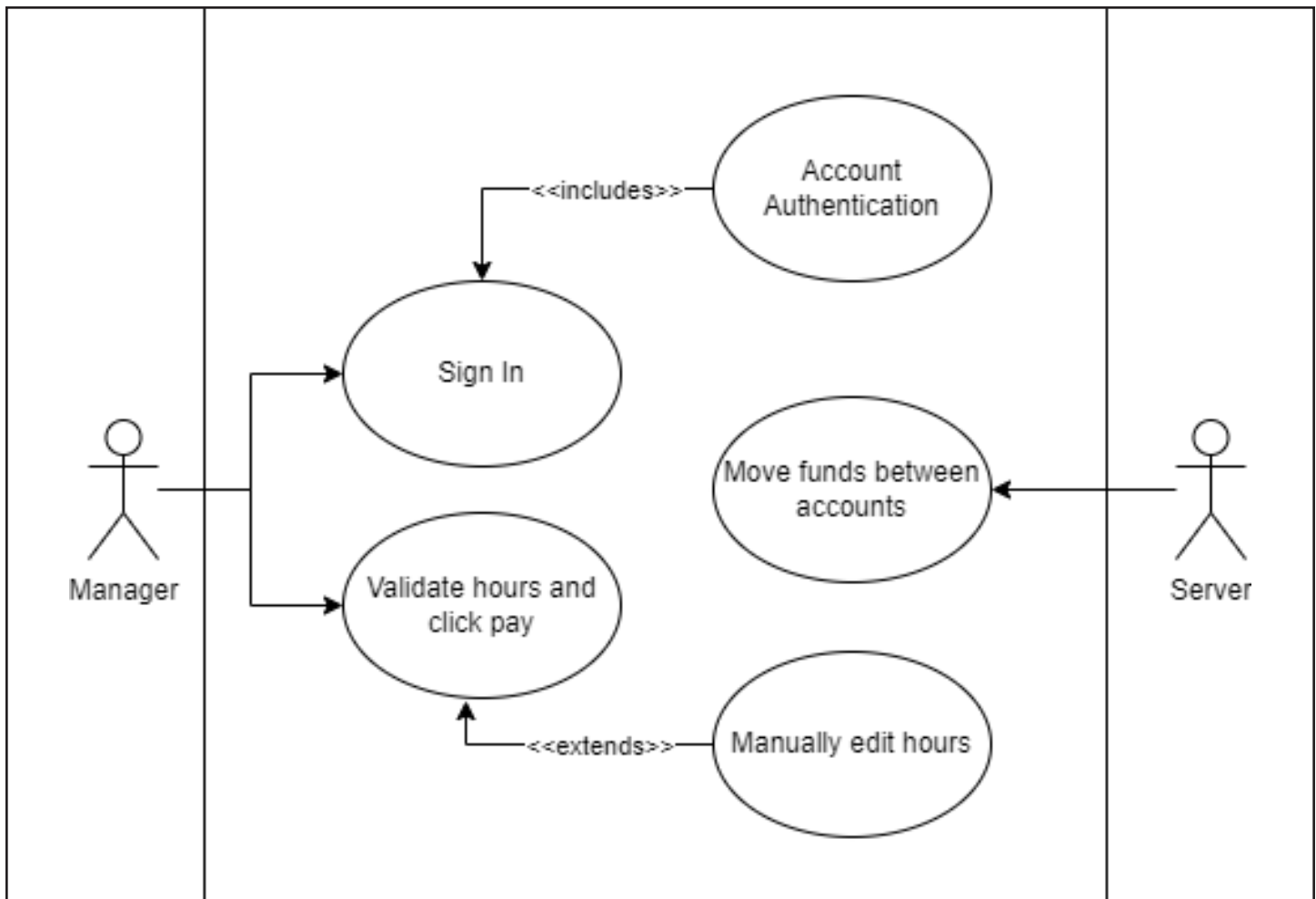
Exit conditions:

1. Manager clicks the order button or the cancel button

Event flow:

1. Manager signs in
2. Manager clicks on view inventory
3. Server displays a list of all current inventory, with an empty field next to each
4. Manager enters the number to order of each ingredient, then clicks order
5. Server subtracts money from manager's account, and adds selected items to the inventory database

Figure 8: Manager pays employees



Entry conditions:

1. Customer wants an account with Dan's Frappes

Exit conditions:

1. Customer exits account creation or completes the form

Event flow:

1. Customer clicks create account link
2. System displays new account form
3. Customer enters email, name, password, and birthday, then clicks create new account
4. Information is sent to the server, and database is updated with new account information
 - Password is sent securely