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| USE CASE *#6* | Reissue payment orders. | | |
| Goal in Context | User reissues a suspended payment order. | | |
| Scope & Level | System Under Design; Level = “User goal” | | |
| Preconditions | User must be logged. | | |
| Success End Condition | A payment order is reissued. | | |
| Failed End Condition | User presses ‘Home’ in mockup ‘Payment Orders’. | | |
| Primary Actor | Back office operator. | | |
| Trigger | Back office operator presses ‘Payment Orders’ in mockup ‘Main menu’. | | |
| DESCRIPTION | **Step n°** | **Actor 1** | **System** |
| *1* | Presses ‘Payment Orders’ in mockup ‘Main menu’. |  |
| *2* |  | Shows mockup ‘Payment Orders’. |
| *3* | Selects a suspended payment order. |  |
| *4* |  | Enables button ‘Reissue’. |
| *5* | Presses ‘Reissue’. |  |
| *6* |  | Shows mockup ‘Confirm operation’. |
| *7* | Presses ‘Yes’. |  |
| *8* |  | Shows mockup ‘Successful operation’. |
| *9* | Presses ‘Ok’. |  |
| *10* |  | Shows mockup ‘Payment Orders’ in which the payment order concerned shall be issued, and UC successfully ends. |
| EXTENSIONS | ***Step*** | **Actor 1** | **System** |
|  | *\*.1* | Presses ‘Home’ in mockup ‘Payment Orders’. |  |
| *\*2.1* |  | Shows mockup ‘Main menu’ and UC fails. |
|  | *5.2* | Presses ‘No. |  |
| *6.2* |  | Back to step 2. |
| SUBVARIATIONS | ***Step*** | **Actor 1** | **System** |
|  | *3.3* | Filters suspended payment order, selects it. |  |
| *4.3* |  | Back to step 4. |