

- 1. System creates a new user account
- 2. System prompts for credentials
- 3. System authenticates the user
- 4. System lists available audio books
- 5. System adds/removes an available audio book
- 6. System marks an audio book reserved/not reserved/checked in/checked out
- 7. System updates audiobook physical location
- 8. System checks if account is in good standing
- 9. System generates a report
- 10. System checks for expired reservations
- 11. System adjusts inventory levels
- 12. System displays error message
- 13. System dispenses audiobook
- 14. System opens receptacle to receive audiobook
- 15. System moves audiobook to holding bin
- 16. System terminates the session



Name: <u>System creates a new user account</u> Description: <u>Generates a new account object</u>

based on user input Actors: <u>User, System</u>

Trigger: <u>User selects "Create New Account"</u>

Inputs: <u>User library card</u>

Classes of objects involved: <u>User, Kiosk</u> Precondition: <u>User has library card</u> Postcondition: User has account

Outputs: <u>User Object</u>

# **System Operation**

Name: <u>System prompts for credentials</u> Description: <u>Provides a short message</u>

requesting user credentials.

Actors: <u>User, System</u>

Trigger: <u>User initiates session with kiosk</u>

Inputs: kiosk, session

Classes of objects involved: <u>User, Kiosk, and</u>

Session

Precondition: User has account

Postcondition: <none>
Outputs: <none>



Name: System authenticates the user

Description: System provides a method for the user to enter their username and password.

Actors: <u>User</u>, <u>System</u>

Trigger: System prompts user for credentials

Inputs: username, password

Classes of objects involved: <u>User, Kiosk, and</u>

Session

Precondition: <u>User has account and kiosk has</u>

unauthenticated session.

Postcondition: <u>User has an authenticated</u>

session

Outputs: <u>success or failure</u>

# **System Operation**

Name: <u>System lists available audio books</u> Description: <u>System provides a user a</u> <u>browsable list of audio books in the kiosk.</u>

Actors: <u>User, System</u> Trigger: <u>User authenticates</u>

Inputs: <none>

Classes of objects involved: <u>Kiosk, audiobook</u> Precondition: <u>User has active, authenticated</u>

session on kiosk.
Postcondition: <none>
Outputs: <none>



Name: System adds/removes an available

audiobook

Description: System updates the internal

<u>database of audiobooks</u> Actors: <u>User, System</u>

Trigger: User checks out audiobook OR user

<u>checks in audiobook</u> Inputs: audiobook

Classes of objects involved: User, Kiosk,

<u>Audiobook</u>

Precondition: <u>User has active</u>, <u>authenticated</u>

session on kiosk
Postcondition: <none>
Outputs: <none>

#### **System Operation**

Name: System marks an audio book

reserved/not reserved/checked in/checked

out

Description: <u>System updates the internal</u> <u>database to reflect a new audiobook status</u>

Actors: User, System

Trigger: <u>User checks in/out audiobook OR user</u>

<u>reserves/unreserves an audiobook</u> Inputs: <u>audiobook, new status</u>

Classes of objects involved: User, Kiosk,

<u>Audiobook</u>

Precondition: <u>User has active</u>, authenticated

session on kiosk
Postcondition: <none>



Name: System updates audiobook physical

location

Description: <u>System updates the internal</u> database to reflect a new audiobook physical

<u>location</u>

Actors: User, System

Trigger: <u>User physically receives OR returns an</u>

audiobook

Inputs: <u>User, audiobook, new status</u> Classes of objects involved: <u>User, Kiosk,</u>

Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u>

<u>session on kiosk</u> Postcondition: <<u>none></u>

#### **System Operation**

Name: System checks if account is in good

standing

Description: System checks that user has no

outstanding fines
Actors: User, System

Trigger: <u>User checks out OR reserves an</u>

audiobook

Inputs: <u>User, audiobook</u>

Classes of objects involved: <u>User, Kiosk</u>,

Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u>

<u>session on kiosk</u> Postcondition: <<u>none></u>

Outputs: Account standing status



Name: System generates a report

Description: <u>System summarizes database</u> <u>status and history into human-readable report</u>

Actors: <u>User</u>, <u>System</u>

Trigger: Manager requests report generation

Inputs: <u>User, Kiosk, Report type</u>

Classes of objects involved: User, Kiosk,

Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u>

session on kiosk

Postcondition: <none>

Outputs: <u>Human-readable report</u>

# **System Operation**

Name: <u>System checks for expired reservations</u> Description: <u>System scans the database for</u>

<u>expired reservations</u> Actors: <u>System</u>

Trigger: Periodic autonomous clock trigger

Inputs: <none>

Classes of objects involved: User, Kiosk,

<u>Audiobook</u>

Precondition: <none>
Postcondition: <none>

Outputs: <u>List of all expired reservations</u>



Name: <u>System adjusts inventory levels</u>

Description: System updates the audiobooks

in the database

Actors: Manager, System

Trigger: manager updates inventory
Inputs: Changes to audiobook list
Classes of objects involved: User, Kiosk,

Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u>

session on kiosk
Postcondition: <none>
Outputs: <none>

# **System Operation**

Name: System displays error message

Description: System informs the user that an

exception has occurred

Actors: System

Trigger: System experiences an exception

Inputs: <none>

Classes of objects involved: <Any>

Precondition: <none>

Postcondition: <u>System is non-functional until</u>

<u>serviced</u>

Outputs: <none>



Name: <u>System dispenses audiobook</u>
Description: <u>System physically releases an audiobook from its internal storage</u>

Actors: <u>User</u>, <u>System</u>

Trigger: <u>User checks out an audiobook</u>

Inputs: Audiobook

Classes of objects involved: <u>User, Kiosk</u>,

Session, Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u> session on kiosk AND kiosk has audiobook

selected

Postcondition: kiosk no longer holds selected

audiobook
Outputs: <none>

#### **System Operation**

Name: System opens receptacle to receive

audiobook

Description: <u>System physically accepts an</u> <u>audiobook into its temporary storage</u>

Actors: <u>User, System</u>

Trigger: <u>User checks in an audiobook</u>

Inputs: <u>Audiobook</u>

Classes of objects involved: User, Kiosk,

Session, Audiobook

Precondition: <u>User has active</u>, <u>authenticated</u>

session on kiosk

Postcondition: kiosk now holds selected

audiobook in temporary storage

Outputs: <none>



Name: System moves audiobook to holding

<u>bin</u>

Description: <u>System physically moves an</u> audiobook from temporary storate into its

<u>internal storage</u> Actors: <u>System</u>

Trigger: <u>System receives audiobook into</u>

temporary storage.
Inputs: <u>Audiobook</u>

Classes of objects involved: Kiosk, Audiobook

Precondition: System has audiobook in

temporary storage.

Postcondition: kiosk now holds selected

audiobook in internal storage

# **System Operation**

Name: <u>System terminates the session</u> Description: <u>System no longer services the</u>

session, as it has become inactive

Actors: <u>System</u>

Trigger: Session times out OR user logs out

Inputs: <none>

Classes of objects involved: <u>User, Session</u>
Precondition: <u>User has active session on kiosk</u>
Postcondition: <u>User does not have active</u>

session on kiosk
Outputs: <none>