

Create Animal Use Case	
Use Case Description	Create a new Animal
Actor	User, who wants to create a new species
Basic Flow	<ol style="list-style-type: none"> 1. User selects Add button 2. System responses with a form 3. User provides animal specification 4. System validates the provided information 5. System submits new Animal to the existing schema 6. System confirms a new Animal 7. System displays new Animal
Post Condition	New species has been created and added to the existing collection
Alternate Flow	<ol style="list-style-type: none"> 1. Animal exist in a system already 2. Animal is not an animal 3. Animal doesn't fit the existing schema

Delete Animal Use Case	
Use Case Description	Delete any Animal
Actor	User, who wants to delete any animal
Basic Flow	<ol style="list-style-type: none"> 1. User selects a Delete button 2. System deletes selected entry 3. System updated the schema with a new order 4. System displays list without a deleted entry
Post Condition	Animal list has been updated without a deleted entry.
Alternate Flow	<ol style="list-style-type: none"> 1. Not a desired Animal has been deleted

Edit Animal Use Case	
Use Case Description	Edit any Animal
Actor	User, who wants to edit an existing animal
Basic Flow	<ol style="list-style-type: none"> 1. User selects the Animal and goes to details about the Animal 2. User selects Edit button 3. System updated the schema with an updated content 4. System displays list without a deleted entry
Post Condition	Animal list has been updated with one Animal description edited.
Alternate Flow	<ol style="list-style-type: none"> 1. Not a desired Animal has been edited. 2. Errors in an edited information.

Read Animal Use Case	
Use Case Description	Read Animals Dashboard
Actor	User, who wants to browse through Animal database
Basic Flow	<ol style="list-style-type: none">1. User browse the database2. System loads and displays all entries
Post Condition	Animals list has bee displayed.
Alternate Flow	N/A