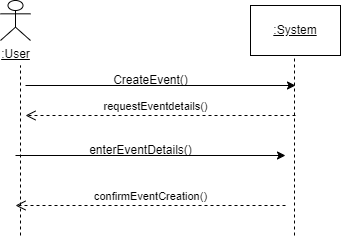
# System Sequence Diagram

## Create Event



# Usecase Description

### Create Event

**Use Case ID**

UC-04

**Use Case Name**

Create Event

**Actors**

**Primary Actor:** Event Owner

**Secondary Actor:** None

**Stakeholders & Interests:**

**User (Event Owner):** Wants to create an event and set up a gift registry.

**Friends:** Will be selecting gifts from the event owner's registry.

**Shopkeeper:** Provides items for selection.

**Preconditions**

The event owner is logged into the system.

The items list is available for the user to view and select items from.

**Postconditions**

A new event and registry are created.

Friends can view the event/registry and choose gifts.

**Main Success Scenario**

The user chooses the option to create a new event.

The system asks for event details (name, date).

The event owner enters the required details.

The system saves the event and confirms the creation.

**Alternate Scenarios**

* **Scenario 1:** (Occurs after Step 3)  
  **Condition:** If the event owner doesn’t enter all required information (like event name or date),  
  **Action:** The system asks the event user to provide the missing information and prevents them from moving to the next step.
* **Scenario 2:** (Occurs after Step 2)  
  **Condition:** If the event owner clicks on "Cancel Event,"  
  **Action:** The system does not save any information and returns the user to the dashboard/homepage or previous page.

**Input Section**

Event\_Id

Event\_name

Event\_date

User\_Id

**Output Section**

**Confirmation Message** (success or failure)

**Special Requirements**

The event name must be unique within the user's account.

The event date should be valid (cannot be in the past).

**Frequency of Occurrence**

This use case occurs frequently as people regularly celebrate events.

### Use Case: Announce Payment Deadline

**Use Case ID**

UC-05

**Use Case Name**

Announce Payment Deadline

**Stakeholders and Interests**

**User:** Wants to inform freinds of the payment deadline.

**Primary Actor**

**Event Owner** (User)

**Secondary Actors**

**System**

**Frequency of Occurrence**

This use case occurs when the shop keeper needs to set or change the payment deadline.

**Preconditions**

1. The user is logged into the system.
2. The event is already created.

**Postconditions**

1. The payment deadline is set for the event.
2. friends are notified of the payment deadline.

**Main Flow Success Scenario**

1. The user selects the event for which to announce the payment deadline.
2. The system prompts for the payment deadline details.
3. The user enters the payment deadline date.
4. The user submits the payment deadline.
5. The system saves the payment deadline

**Alternative Scenarios**

* **Scenario 1:** (Occurs after Step 3)  
  **Condition:** If the user does not enter a valid date,  
  **Action:** The system prompts the user to provide a correct date before proceeding.
* **Scenario 2:** (Occurs after Step 4)  
  **Condition:** If the user tries to set a payment deadline that is after the event date,  
  **Action:** The system warns the user that the payment deadline must be set before the event date

**Input Section**

**Payment Deadline Date**

**Output Section**

Confirmation Message

Notification Sent to Friends

**Special Requirements**

1. The payment deadline must be set before the event date.
2. The system must send notifications to all registered freinds.

### Select Items

**Use Case ID**

UC-06

**Use Case Name**

Select Items

**Stakeholders and Interests**

**User**: Wants to choose items from the shop's inventory to add to an event registry for his freinds to view and select.

**Primary Actor**

**User (Event Owner)**

**Secondary Actors**

**None**

**Frequency of Occurrence**

This use case occurs whenever the user is setting or updating an event registry.

**Preconditions**

The user is logged into the system.

The event is already created.

Items are available in the shop's inventory.

**Postconditions**

The selected items are successfully added to the event registry.

Freinds can view and select the chosen items in the registry.

**Main Success Scenario**

The user selects the event for which to choose items.

The system displays the available items from the inventory.

The user selects items for the registry.

The user submits the selected items.

The system saves the selected items and confirms the update to the event registry.

**Alternative Scenarios**

**Scenario 1:(At point 3)**

**Condition:** The user does not select any items.

**Action:** The system asks the user to select at least one item.

**Input Section**

**List\_Id**

**Event\_Id**

**Selected Items List**

**Output Section**

**Confirmation Message** (success or failure)

**Gift\_list**

**Special Requirements**

All selected items must be currently available in the shop's inventory.