

Use Case Name	Basic User Login
Description & Scenario	When the program first runs, the user is prompted to enter a username and password. The program saves this login information locally and requires it the next time the program is launched. If the login details are correct, the program loads. If incorrect, the program denies access. Users cannot change their password via the program's GUI, and must contact an admin to reset it if needed.
Use Frequency	Low. The login process occurs at the beginning of each session. The user only needs to log in once per session unless the program is closed and reopened.
Actor	Dealership Inventory Manager - The primary user responsible for vehicle transfers.
Preconditions	<ul style="list-style-type: none"> • The program is installed and set up on the user's system. • The user has previously set a username and password. • The credentials are saved locally and cannot be modified by the user through the program's interface.
Postconditions (Success)	<ul style="list-style-type: none"> • User is granted access to the program and can proceed with usage. • Program verifies user credentials against the locally stored file and opens if correct.
Normal Flow	<ol style="list-style-type: none"> 1. User opens the program for the first time. 2. The program prompts the user to enter a username and password.

	<ol style="list-style-type: none">3. User inputs their credentials and submits.4. The program saves the credentials locally and grants access.5. On subsequent launches, the program prompts the user to enter their username and password.6. If the credentials match the locally saved file, the program opens; otherwise, it denies access and prompts for re-entry.
Alternative Flows	<ul style="list-style-type: none">• Login Fails Due to Incorrect Credentials: If the user enters incorrect login information, the program denies access and prompts for re-entry.• User Cannot Change Password: If the user needs to change their password, they are advised to contact the admin, as password changes are not permitted through the GUI.