Use Case: apply for membership.

Primary actors: Chairman

Preconditioning: PC with internet access

New Member data:

Person: first name, surname, age, gender.

Activity: Active or Passive.

Junior or Senior.

Member or Competition member.

Basic flow of events:

1. A person(swimmer) makes a member request.

2. A person submits all required data.

3. Validate data.

4. Controller confirms the new member with a Unique member ID.

5. Chairman accepts or denies new member in the controller.

6. Controller remove or adds the new member and store all data in a file.

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Use case: add member by Chairman:

Primary actors: Chairman

Preconditioning: PC with internet access

New Member data:

Person: first name, surname, age, gender.

Activity: Active or Passive.

Junior or Senior.

Member or Competition member.

Basic flow of events:

1. Chairman input all data provided by member.

2. Member age is validated, and added to youth, senior or seniorXo team.

3. Controller generates unique member ID.

4. A new member is default set active by controller .

5. Controller prompts members new unique member ID.

6. Controller saves member to file.

Use Case: Subscription.

Primary actors: Finance

Preconditioning: PC with internet access

Member subscription fee:

Youth, Senior, SeniorXo, Passive .

Basic flow of events:

1. Finance view all subscribers.

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Use Case: View creditors.

Primary actors: Finance

Preconditioning: PC with internet access

Members in debt:

Youth, Senior, SeniorXo, Passive .

Basic flow of events:

1. Finance view all members in debt.

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Use Case: Delete members.

Primary actors: Finance

Secondary actors: None.

Preconditioning: PC with internet access

Delete member:

Youth, Senior, SeniorXo, Passive .

Basic flow of events:

1. Controller prompts input member ID of the member you want to delete.
2. Input member id to remove member

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Add Competition result:

Primary actors: Coach

Basic flow of events:

1. Coach adds competition member ID
2. Coach adds swim style
3. Coach adds swim location
4. Coach adds member swim time
5. Coach adds member ranking

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Adds Training results:

Primary actors: Coach

Basic flow of events:

1. Coach adds member ID
2. Coach adds swim style
3. Coach adds member swim time

Shows style / top 5 List:

Primary actors: Coach

Basic flow of events:

1. Coach picks a swim style
2. Displays all members of that swim style, and top 5 of both youth an senior team.