SepTech Account Creation

- 1.1 User clicks a UI element to create account.
- 1.2 Login page GUI passes user input to login page controller.
- 1.3 Login page controller loads account creation page.
- 1.4 Login page GUI displays input text-boxes for account creation information.
- 1.5 User enters information in UI elements.
- 1.6 Login page GUI requests user choose between consumer account, seller account, or both.
- 11.1 If user selects consumer account.
 - 11.1.1 Login page GUI records user input.
- 11.2 If user selects seller account.
 - 11.2.1 Login page GUI records user input.
- 11.3 If user selects both.
 - 11.3.1 Login page GUI records user input.
- 46.1 Login page GUI requests user submit a security question for multi-factor authentication.
- 46.2 User fills out UI element.
- 1.7 Login page controller passes all user input to DBMgr.
- 1.8 DBMgr checks User input against existing items the account table.
- 1.9 Account table returns true or false depending on if there is a match.
- 1.10 If true is returned, then
 - 1.10.1 DBMgr hashes inputed password.
 - 1.10.2 Account table saves information as a new authorized user.
 - 1.10.3 DBMgr passes successful creation.
 - 1.10.4 Login page controller creates "welcome to Centauri" msg.
 - 1.10.5 Login page GUI displays msg.
- 1.14 Else
 - 1.14.1 DBMgr passes failed creation
 - 1.14.2 Login page controller creates "input already exists" msg.
 - 1.14.3 Login page GUI displays msg.

SepTech/Account Creation Sequence Diagram Login Login Account DBMgr Page GUI Page Controller **Table** <<UI Interaction>> ecord user input <display UI for info input> load new account page <<UI Interaction>> <<display UI for account type selection>> Alternative [If consumer account is selected] <<Interaction>> [If seller account is selected] <<UI Interaction>> [If both are selected] <<Interaction>> question input>> <<Ul Interaction>> record user input pass input check validity Alternative input valid [If user input is valid] hash password save as new user pass validation create "welcome" msg <<display msg>> input not valid pass invalidation create "input <<display msg>> already exists" msg