UML

Use Case: Enter an inventory item that is donated by a person

Primary Actor: Administrator

Scope: The inventory system

Level: User goal

Brief: The administrator logs into the system and adds the new inventory item as it arrives

Stakeholders: Administrator, Food Pantry Manager

Post conditions: The inventory database gets updated with the latest stock

Preconditions: The administrator has access to the account with a log in ID and password

Triggers: When a donor drops off a food item

Basic Flow:

      1) The administrator logs in with their username and password

      2) The administrator will check the donation box and enter the full name of the donor

      3) The administrator will input the food items the donor has brought

      4) Press the submit button to ensure the entry has been received into the database

      5) The database will be updated with the latest stock count

Extensions:

- Cancel: Inventory item will not be entered

API

```
{
  "action": "enter_donated_food",
  "name": "Popcorn",
  "donor": "John Doe",
}
=>
{
  "success": true,
  "message": "Item has been entered into system."
}
or
{
  "success": false,
  "success": "Item has not been previously entered, create new food group?"

{
"action": "create_food_group",
"name": "Snacks",
}
=>
{
"success": true,
"message": "Food group has been created."
}
```