USE CASES

**Incorrect User or Password entered**

If user was to enter in nonexistent user name an error message should prompt the user that user name is not in the system, the user should still be prompted to enter a password. After the password is entered the user should be notified that the account doesn’t exist. If the username does exist but the password word is wrong the user should be notified that the password is incorrect and be brought back to the initial user name page. If both the username and password are correct, then the user should be logged into the system.

**Changing Passwords**

When the user is logged into the system the user will have a choice to change their password. To do so the user must then reenter their password. If the user enters their password incorrectly then the program will display an error message telling the user that their password was incorrect and returns them to the previous menu. If them password is correct the user is then prompted to enter a new password. If the password is the same as the previous password or empty an error message is displayed telling the user that the password is invalid and to reenter the new password. Otherwise the user’s password is updated, and the user is brought back to the previous menu.

**Managing Branch Staff**

When the user logs in if they are not an admin they will not be able to manage branch accounts. If the user logs as a admin account then they will be able to add users to the branch staff, display members and delete members. If the user chooses to add member to the branch, then they will have added the username and password of the user. If either of these are blank, then the user will not be added in the system an error message saying invalid format will be displayed. If the user name is already in the system an error message will display saying that the staff member already exists. Otherwise the new staff will be added. Selecting display staff will simply display all the current staff in the system showing usernames and roles. Finally, if the user selects to delete a staff member then the user is asked to enter the username of said staff member. Then the user must confirm that they want to delete the staff id. If the user chooses not to confirm then the user is brought back to the main menu. If the user confirms and the username is not in the system an error message will tell the user that. Otherwise the user will be deleted.

Classes and Functions

![A screenshot of a cell phone

Description generated with very high confidence]()

Testing

**Case 1**

**Changing Passwords**

Delete a user - User Name:

Entering in any string will bring up the following screen

1) Confirm

2) Cancel

Entering 1 will then check the database for the for the username if found the username will be deleted out of the system and will tell the user that the username was deleted. If not then the program will report that the user name was not found.

Entering 2 will bring the user back to previous menu.

**Case 2**

**Menus**

**Ex:**

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| Teller Terminal System – System Administration |

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1) Client and Account Management

2) Add a branch staff member

3) Delete a branch staff member

4) Display branch staff

5) Change password

6) Exit

For the above situation entering anything (even strings!) will cause the program to output a warning and then ask for the user to reenter their choice. Entering 1-6 will allow the program to function as usual. If the user enters a valid response and then a space or illegal character anything after the valid input should be ignored. (eg. entering 1 should give the same result as 1 1 1 1 1).

**Case 3**

**First Run**

During the first run when the only account on the system should the admin account. The username for this account should be “admin” and the password should be “0000”. Entering anything else should case the program to warn the user that either the account was not found or that the password was incorrect.