Adding and modifying products in the cart

Use case 1.

| Name | Adding beer to “Cart” section |
| --- | --- |
| Summary | This use case describes how an actor can add items in the shopping cart. |
| Goal | The user wants to add beer to his list in “Cart”. |
| Actor | Registered user |
| Preconditions | The actor is on the Cart screen and has already logged in. |
| Basic Flow | 1. The registered user clicks on one of the category in the above frame of the screen – By country, by style or by color. Than he chooses from the drop down menu one of the categories and navigates to the item he wishes to add to the cart and clicks on beer.  2. The system displays screen with the details about the beer and the user choose the count of the beers he wants to add in the cart. He clicks + button to increase the number of the beers and the – button to decrease. The registered user can also write down the count of the wished beers.  3. The user clicks on the button for adding in the cart. A field displays the total cost of the shopping cart and the count of the products.  3. The user repeats the steps for all the items he wants to add to the cart.  4. The system updates the new quantity and displays the modified info. |
| Alternative flows | 1. If user closes the window without proceeding for payment, the cart is stored in the system for a pre-decided number of days, before getting flushed, so that the user can return to the cart in the future. |
| Extensions | 1. If the user enters a string, containing integers and letters, the system displays an appropriate error message. |
| Post conditions | The user successfully removes existing items in the cart or adds new items to the basket. |