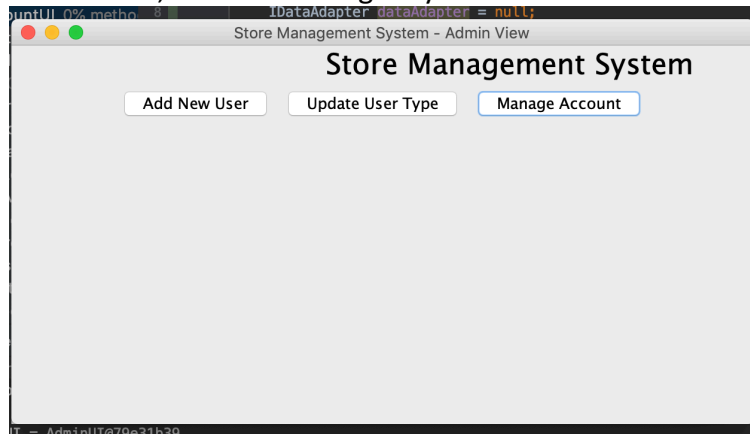
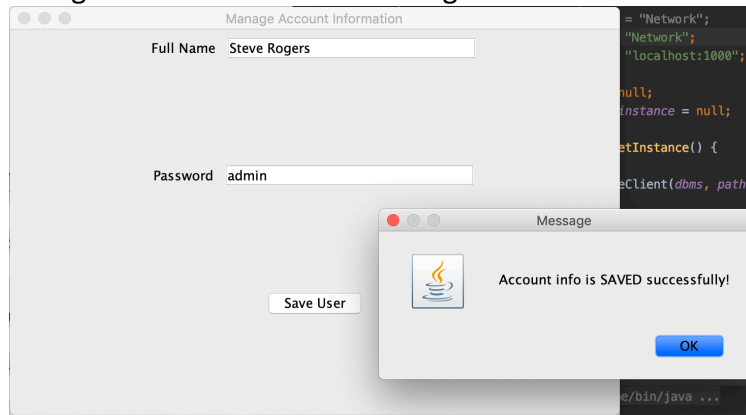


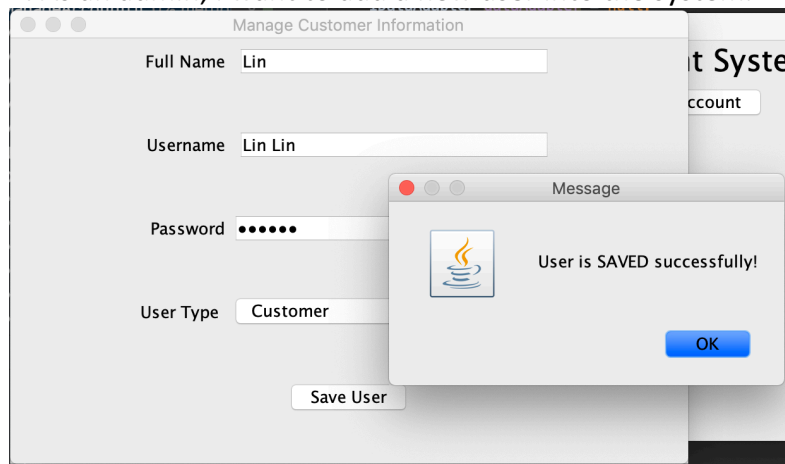
1. As a user, I want to change my full name.



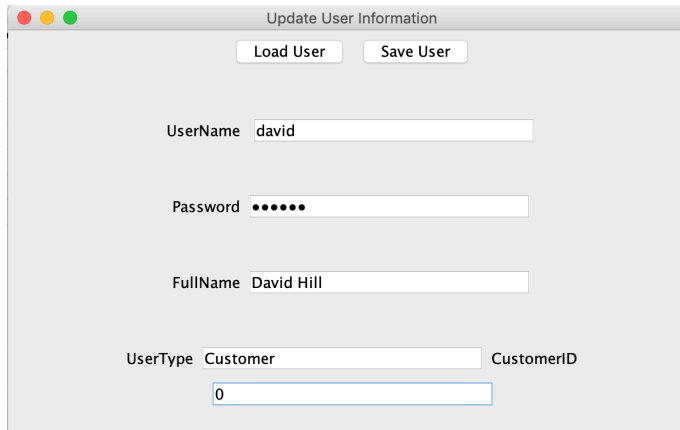
change 'Steve Stone' to 'Steve Rogers'



2. As an admin, I want to add a new user into the system.



3. As an admin, I want to update the type/class of a user into the system (e.g., from cashier to manager).



Update User Information

Load User Save User

UserName david

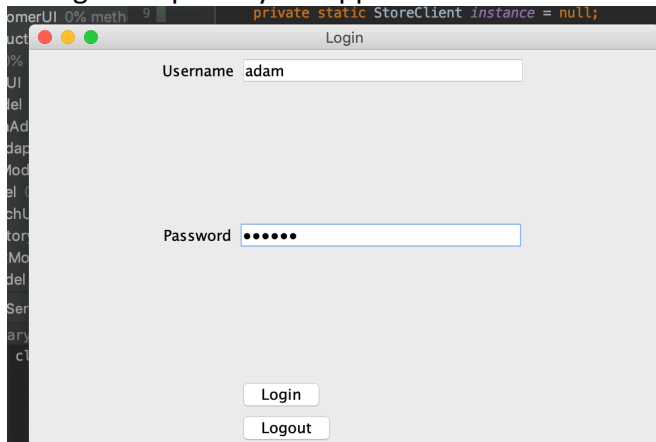
Password ••••••

FullName David Hill

UserType Customer CustomerID 0

This is a screenshot of a macOS-style window titled "Update User Information". It features a light gray background and standard macOS window controls (red, yellow, green buttons) in the top-left corner. At the top, there are two buttons: "Load User" and "Save User". Below these are four text input fields. The first is labeled "UserName" and contains the text "david". The second is labeled "Password" and contains six black dots. The third is labeled "FullName" and contains the text "David Hill". The fourth is labeled "UserType" and contains the text "Customer", followed by a "CustomerID" label and a text input field containing the number "0".

4. As a manager, I want to add a new product or update a current product in the system.
Change the quantity of 'Apple' to 50.



```
omerUI 0% meth 9 | private static StoreClient instance = null;
```

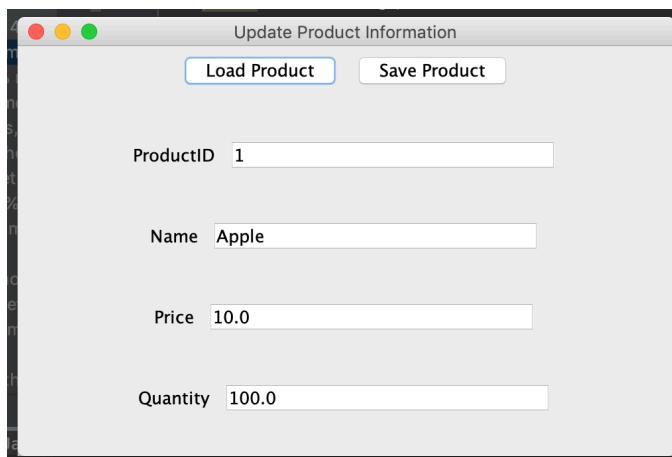
Login

Username adam

Password ••••••

Login Logout

This is a screenshot of a macOS-style window titled "Login". It has a light gray background and standard macOS window controls. At the top, there are two buttons: "Login" and "Logout". Below these are two text input fields. The first is labeled "Username" and contains the text "adam". The second is labeled "Password" and contains six black dots. Above the window, there is a line of code from a text editor: "omerUI 0% meth 9 | private static StoreClient instance = null;".



Update Product Information

Load Product Save Product

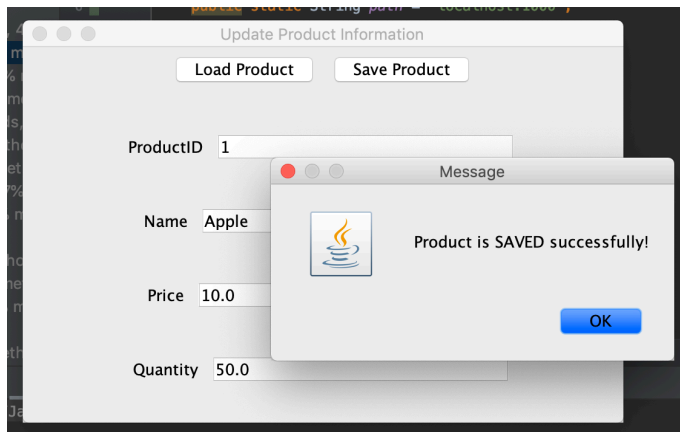
ProductID 1

Name Apple

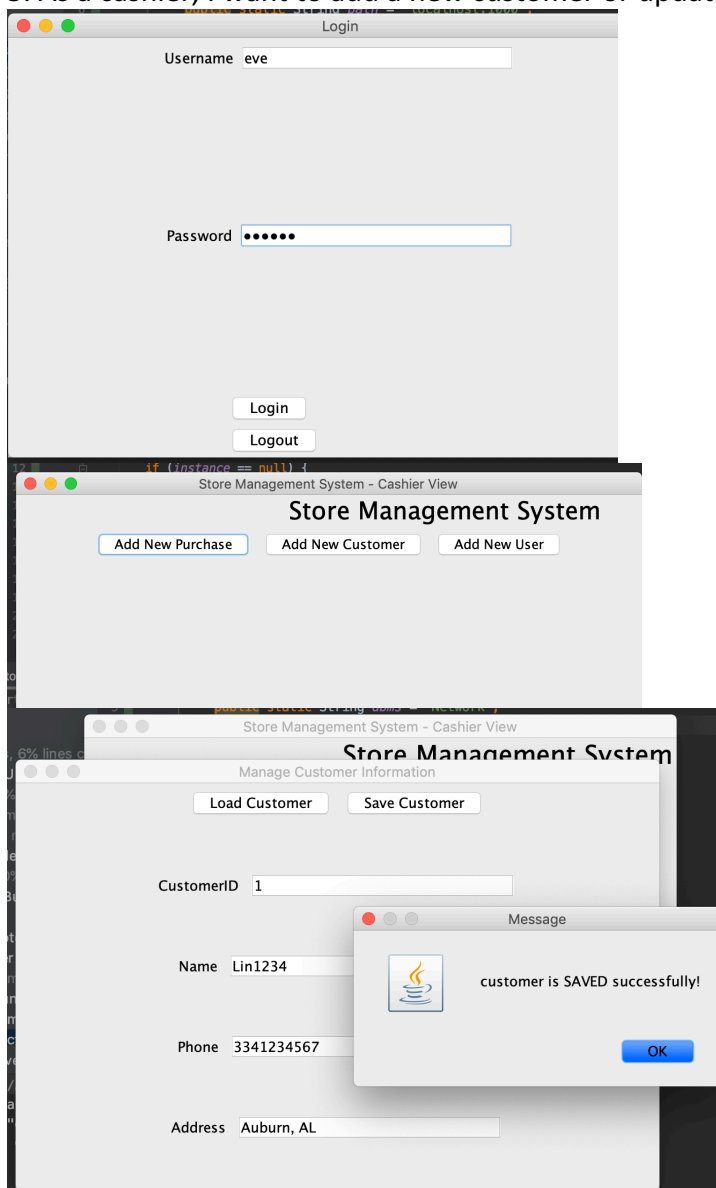
Price 10.0

Quantity 100.0

This is a screenshot of a macOS-style window titled "Update Product Information". It has a light gray background and standard macOS window controls. At the top, there are two buttons: "Load Product" and "Save Product". Below these are four text input fields. The first is labeled "ProductID" and contains the number "1". The second is labeled "Name" and contains the text "Apple". The third is labeled "Price" and contains the number "10.0". The fourth is labeled "Quantity" and contains the number "100.0".



5. As a cashier, I want to add a new customer or update a current customer in the system.



6. As a cashier, I want to add a new purchase or update a current purchase (only price and quantity) in the system.

Change the quantity to 7.

Add Purchase

PurchaseID: 111 Date of purchase: Fri Dec 13 17:37:43 CST 2019

CustomerID: 2 Product Name: Nguyen

ProductID: 2 Product Name: Orange

Quantity: 5.7 Product Price: 1.99

Cost: \$11.34 Tax: \$1.02 Total: \$12.36

Load Save Cancel

Add Purchase

PurchaseID: 111 Date of purchase: Fri Dec 13 17:37:43 CST 2019

CustomerID: 2 Product Name: Nguyen

ProductID: 2 Product Name: Orange

Quantity: 7 Product Price: 1.99

Cost: \$13.93 Tax: \$1.25 Total: \$15.18

Load Save Cancel

Message

Purchase added successfully!(111,2,2,1.99,7,0,13.93,1.2537,15.1837,"Fri Dec 13 17:37:43 CST 2019")

OK

7. As a customer, I want to add a new purchase into the system.

Store Management System - Customer View

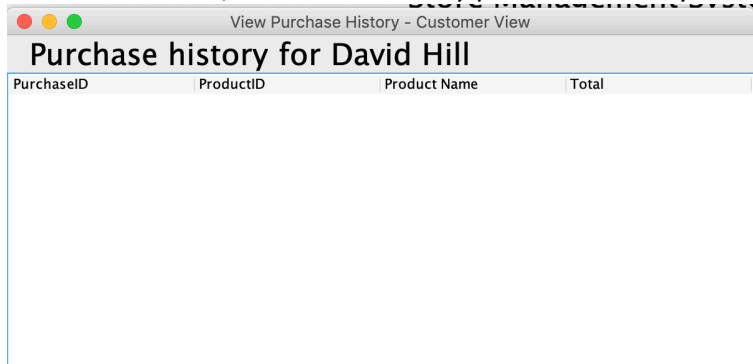
Store Management System

Fullname: David Hill CustomerID: 0

Make a Purchase View Purchase History Cancel a Purchase Search Product

Edit Details

8. As a customer, I want to view my purchase history into the system.



PurchaseID	ProductID	Product Name	Total
------------	-----------	--------------	-------

9. As a customer, I want to search for product information (based on name, price) in the system.



ProductID	Product Name	Price	Quantity
1	Apple	10.0	100.0
101	Apple XX	0.99	1000.0
1110	Apple iPhone X Max	1499.0	10.0
1111	Apple iPhone 11 Pro	1999.0	10.0
1112	Apple iPhone 11 Pro M...	1999.0	20.0