# Requirement guide for class project

[Use cases](https://en.wikipedia.org/wiki/Use_case) will be used as requirements for this project.

## Template

An adaptation of the standard Cockburn template will be used. The template and examples follow:

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| --- | --- | --- | --- |
| ID and name | Rezervare locuri la teatru | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Rezervarea unui loc disponibil/mai multor locuri disponibile la teatru pentru unul sau mai multe spectacole. | | |
| Trigger | Spectatorul/Persoana doreste sa rezerve cel putin un loc la o piesa de teatru. | | |
| Preconditions | Spectatorul este autentificat. | | |
| Postconditions | Spectatorul reuseste sa rezerve locul dorit si aplicatia afiseaza mesajul “Locul a fost rezervat”. | | |
| Normal flow | 1.0.Spectatorul doreste sa rezerve un singur loc   1. Spectatorul vizualizeaza lista cu piesele care vor avea loc la teatru. 2. Spectatorul alege piesa de teatru la care vrea sa participe pentru a vedea locurile disponibile in sala de teatru pentru piesa aleasa. 3. Aplicatia afiseaza locurile pentru piesa selectata. 4. Spectatorul alege locul pe care doreste sa il rezerve. 5. Spectatorul apasa click pe “Rezerva” 6. Aplicatia afiseaza mesajul “Locul a fost rezervat pentru dumeavoastra” si actualizeaza starea acelui loc (“liber” => “rezervat”) | | |
| Alternative flows | 1.1.Spectatorul doreste sa rezerve mai multe locuri.   1. Revenirea la pasul 1. de la Normal flow | | |
| Exceptions | 3.0. Aplicatia afiseaza mesajul de eroare “Nu mai exista locuri disponibile”.  6.0. Aplicatia afiseaza mesajul “Locul a fost deja ocupat”, in cazul in care un alt spectator/utilizator rezerva intre timp acel loc. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Adaugare spectacole | | |
| Primary actor | Administrator | Secondary actors | - |
| Description | Administratorul adauga spectacole noi, spectacole care vor putea fi vizualizate de catre spectatori. | | |
| Trigger | Adaugare spectacole pentru institutia teatrala. | | |
| Preconditions | Administratorul este autentificat. | | |
| Postconditions | Administratorul reuseste sa adauge un nou spectacol si aplicatia afiseaza mesajul “Spectacolul a fost adaugat”. | | |
| Normal flow | 1.Administratorul adauga un singur spectacol   1. Administratorul introduce denumirea noului spectacol. 2. Administratorul introduce data la care va avea loc noul spectacol. 3. Administratorul apasa click pe butonul “Adauga” | | |
| Alternative flows | 2.Administratorul adauga mai multe spectacole  1. Revenirea la pasul 1. de la Normal flow | | |
| Exceptions | Nu exista | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Vizualizeaza spectacole | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Spectatorul poate vizualiza toate spectacolele programate pentru institutia teatrala. | | |
| Trigger | Vizualizarea spectacolelor de o anumita persoana. | | |
| Preconditions | - | | |
| Postconditions | - | | |
| Normal flow | La deschiderea aplicatiei, spectatorului i se vor afisa, pe baza unui tabel,toate spectacolele. | | |
| Alternative flows | Nu exista | | |
| Exceptions | Nu exista | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Vizualizare locuri disponibile | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Spectatorul poate vizualiza toate spectacolele programate pentru institutia teatrala, iar pentru un spectacol selectat, se vor afisa locurile disponibile. | | |
| Trigger | Vizualizarea locurilor disponibile pentru un spectacol selectat de o anumita persoana. | | |
| Preconditions | - | | |
| Postconditions | - | | |
| Normal flow | 1. La deschiderea aplicatiei, spectatorului i se vor afisa, pe baza unui tabel,toate spectacolele. 2. La selectarea unui spectacol (click pe linia cu un spectacol) se vor afisa locurile disponibile. | | |
| Alternative flows | Nu exista | | |
| Exceptions | Nu exista | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Autentificare | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Spectatorul se autentifica pentru a putea face o rezervare. | | |
| Trigger | Autentificarea unui spectator. | | |
| Preconditions | Contul trebuie sa fi fost creat deja. | | |
| Postconditions | - | | |
| Normal flow | 1. Spectatorul va terbui sa introduca adresa de mail si parola 2. Spectatorul apasa pe butonul “Login” pentru a se autentifica | | |
| Alternative flows | Nu exista | | |
| Exceptions | Spectatorul nu a reusit sa se conecteze. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Inregistrare | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Spectatorul isi creaza un cont pentru a putea face o rezervare. | | |
| Trigger | Crearea unui cont de catre un spectator. | | |
| Preconditions | - | | |
| Postconditions | - | | |
| Normal flow | 1. Spectatorul va terbui sa introduca numele 2. Spectatorul va terbui sa introduca prenumele 3. Spectatorul va terbui sa introduca adresa de mail 4. Spectatorul va terbui sa introduca parola 5. Spectatorul apasa pe butonul “Signup” pentru a-si creea contul | | |
| Alternative flows | Nu exista | | |
| Exceptions | Spectatorul nu a reusit sa isi creeze un cont. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Sterge rezervare | | |
| Primary actor | Spectator | Secondary actors | - |
| Description | Spectatorul anula o rezervare pentru un spectacol. | | |
| Trigger | Anularea unei rezervari. | | |
| Preconditions | 1. Rezervarea pe care doreste sa o anuleze trebuie sa existe deja. 2. Spectatorul trebuie sa fie conectat. | | |
| Postconditions | - | | |
| Normal flow | 1.Spectatorul doreste sa anuleze rezervavrea unui loc.   1. Persoana alege spectacolul, apasand click pe linia corespunzatoare din tabel, pentru care doreste sa anuleze rezervarea. 2. Spectatorul alege locul, apasand click pe linia corespunzatoare din tabel, pentru care doreste sa anuleze rezervarea. 3. Spectatorul apasa pe butonul “Anulare rezervare”. | | |
| Alternative flows | 2.Spectatorul doreste sa anuleze rezervavrea mai multor locuri.  1. Revenirea la pasul 1. de la Normal flow | | |
| Exceptions | Anularea rezervarii nu s-a putut efectua. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Autentificare | | |
| Primary actor | Administrator | Secondary actors | - |
| Description | Administratorul se autentifica pentru a putea face o rezervare. | | |
| Trigger | Autentificarea unui administrator. | | |
| Preconditions | Contul trebuie sa fi fost creat deja. | | |
| Postconditions | - | | |
| Normal flow | 1. Administratorul va terbui sa introduca adresa de mail si parola 2. Administratorul apasa pe butonul “Login” pentru a se autentifica | | |
| Alternative flows | Nu exista | | |
| Exceptions | Administratorul nu a reusit sa se conecteze. | | |

|  |  |  |  |
| --- | --- | --- | --- |
| ID and name | Inregistrare | | |
| Primary actor | Administrator | Secondary actors | - |
| Description | Administratorul isi creaza un cont pentru a putea face o rezervare. | | |
| Trigger | Crearea unui cont de catre un administrator. | | |
| Preconditions | - | | |
| Postconditions | - | | |
| Normal flow | 1. Administratorul va terbui sa introduca numele 2. Administratorul va terbui sa introduca prenumele 3. Administratorul va terbui sa introduca adresa de mail 4. Administratorul va terbui sa introduca parola 5. Administratorul apasa pe butonul “Signup” pentru a-si creea contul | | |
| Alternative flows | Nu exista | | |
| Exceptions | Administratorul nu a reusit sa isi creeze un cont. | | |

Descriptions of template fields:

* **ID and name:** Title should be descriptive and should usually begin with a verb, e.g. order, calculate, input, etc. ID can have any format but must be unique among all use cases.
* **Primary actor:** Person that wishes to accomplish a goal through the use of the system. Only a single primary actor per use case.
* **Secondary actors:** Actors that have an interest in the completion of the goal but that do not directly interact with the system.
* **Description:** Concise description of the purpose of the use case.
* **Trigger:** Condition internal or external to the system that prompts the use case to start.
* **Preconditions:** Conditions that must be true before the use case starts. Each should be labeled with an ID unique to the use case.
* **Postconditions:** Conditions that must be true after the use case ends normally. Each should be labeled with an ID unique to the use case.
* **Normal flow:** Detailed step-by-step description of the logical flow of the use case. It should describe an explicit two way interaction, with the system prompting for input and the actor responding accordingly. Each step should be numbered.
* **Alternative flows:** Flows that achieve the same goal as the normal flow but are expected to be less common or lower priority.
* **Exceptions:** Conditions that result in the normal flow ending prematurely due to an unrecoverable condition in the system. The condition that causes the flow should be clearly stated, as should be any other decisions that the actor must make in this situation.

## Examples

For a hypothetical *Cafeteria Ordering System*[[1]](#footnote-1):

|  |  |  |  |
| --- | --- | --- | --- |
| **ID and name** | UC-1: Order a Meal | | |
| **Primary actor** | Patron | **Secondary actors** | Cafeteria Inventory System |
| **Description** | A Patron accesses the Cafeteria Ordering System from either the corporate intranet or external Internet, views the menu for a specific date, selects food items, and places an order for a meal to be picked up in the cafeteria or delivered to a specified location within a specified 15-minute time window. | | |
| **Trigger** | A Patron indicates that he wants to order a meal. | | |
| **Preconditions** | PRE-1. Patron is logged into COS.  PRE-2. Patron is registered for meal payments by payroll deduction. | | |
| **Postconditions** | POST-1. Meal order is stored in COS with a status of “Accepted.”  POST-2. Inventory of available food items is updated to reflect items in this order.  POST-3. Remaining delivery capacity for the requested time window is updated. | | |
| **Normal flow** | **1.0 Order a Single Meal**   1. Patron asks to view menu for a specific date. (see 1.0.E1, 1.0.E2) 2. COS displays menu of available food items and the daily special. 3. Patron selects one or more food items from menu. (see 1.1) 4. Patron indicates that meal order is complete. (see 1.2) 5. COS displays ordered menu items, individual prices, and total price, including taxes and delivery charge. 6. Patron either confirms meal order (continue normal flow) or requests to modify meal order (return to step 2). 7. COS displays available delivery times for the delivery date. 8. Patron selects a delivery time and specifies the delivery location. 9. Patron specifies payment method. 10. COS confirms acceptance of the order. 11. COS sends Patron an email message confirming order details, price, and delivery instructions. 12. COS stores order, sends food item information to Cafeteria Inventory System, and updates available delivery times. | | |
| **Alternative flows** | **1.1 Order multiple identical meals**   1. Patron requests a specified number of identical meals. (see 1.1.E1) 2. Return to step 4 of normal flow.   **1.2 Order multiple meals**   1. Patron asks to order another meal. 2. Return to step 1 of normal flow. | | |
| **Exceptions** | **1.0.E1 Requested date is today and current time is after today’s order cutoff time**  1. COS informs Patron that it’s too late to place an order for today.  2a. If Patron cancels the meal ordering process, then COS terminates use case.  2b. Else if Patron requests another date, then COS restarts use case.  **1.0.E2 No delivery times left**  1. COS informs Patron that no delivery times are available for the meal date.  2a. If Patron cancels the meal ordering process, then COS terminates use case.  2b. Else if Patron requests to pick the order up at the cafeteria, then continue with normal flow, but skip steps 7 and 8.  **1.1.E1 Insufficient inventory to fulfill multiple meal order**  1. COS informs Patron of the maximum number of identical meals he can order, based on current available inventory.  2a. If Patron modifies number of meals ordered, then return to step 4 of normal flow.  2b. Else if Patron cancels the meal ordering process, then COS terminates use case. | | |

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| --- | --- | --- | --- |
| **ID and name** | UC-5 Register for Payroll Deduction | | |
| **Primary actor** | Patron | **Secondary actors** | Payroll System |
| **Description** | Cafeteria patrons who use the COS and have meals delivered must be registered for payroll deduction. For noncash purchases made through the COS, the cafeteria will issue a payment request to the Payroll System, which will deduct the meal costs from the next scheduled employee payday direct deposit. | | |
| **Trigger** | Patron requests to register for payroll deduction, or Patron says yes when COS asks if he wants to register. | | |
| **Preconditions** | PRE-1. Patron is logged into COS. | | |
| **Postconditions** | POST-1. Patron is registered for payroll deduction. | | |
| **Normal flow** | **5.0 Register for Payroll Deduction**   1. COS asks Payroll System if Patron is eligible to register for payroll deduction. 2. Payroll System confirms that Patron is eligible to register for payroll deduction. 3. COS asks Patron to confirm his desire to register for payroll deduction. 4. If so, COS asks Payroll System to establish payroll deduction for Patron. 5. Payroll System confirms that payroll deduction is established. 6. COS informs Patron that payroll deduction is established. | | |
| **Alternative flows** | None | | |
| **Exceptions** | 5.0.E1 Patron is not a full time employee.  5.0.E2 Patron is already enrolled for payroll deduction. | | |

## Extra credit step: Traceability

For this extra step, you will add traceability information for each use case by adding a new field to the template:

|  |  |
| --- | --- |
| Method-level traces | <fully.qualified.ClassName>#<methodName>  ... |

Any method that implements the functionality described in the normal flow, alternative flow or exceptions should be included in this field. This means that the method that is initially executed and any methods of any classes that the work is delegated to should be included.

Examples for previous use cases:

UC-1:

|  |  |
| --- | --- |
| Method-level traces | my.company.ordering.MenuWidget#dateClicked  my.company.ordering.MenuWidget#completeOrder  my.company.ordering.InventoryInterface#checkInventory  ... |

UC-5:

|  |  |
| --- | --- |
| Method-level traces | my.company.payroll.PayrollInterface#checkEligibility  my.company.payroll.RegistrationForm#confirm  ... |

1. Examples adapted from Wiegers, K. E. & Beatty, J. (2013) Software requirements . 3rd ed. Redmond, WA: Microsoft Press. [↑](#footnote-ref-1)