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#### Use Case and GUI Iteration 1

#### First Use Case

- 1. The user signs in.
- 2. The home screen is displayed.
- 3. The user selects the check out option.
- 4. The checkout screen displays.
- 5. The user scans the barcode of an item.
- 6. The system looks in the database for the barcode number to retrieve the cost and update the number of available units. Then updates the checkout screen.
- 7. Repeat steps 5 and 6 until all items from the order are scanned.
- 8. The user selects the finish checkout option.
- 9. The payment form is displayed.
- 10. The customer fills out the form. If the user uses a card, the system collects the card information and money from the card.
- 11. The user returns to the home screen.

#### Second Use Case

- 1. The user sign into the system.
- 2. The home screen displays.
- 3. The user selects the add product option.
- 4. The add new product form is displayed.
- 5. The user fills out the form.
- 6. The system adds the product to the product database and returns the user to the home screen.

### Third Use Case

- 1. The user signs into the system.
- 2. The home screen is displayed.
- 3. The user selects the update product information option.
- 4. The update product screen displays.
- 5. The manager enters some information about the product he wants to update.
- 6. The system searches for the product that contains the information given by the user and displays the products with that information.
- 7. The user selects the product that they want to update.
- 8. The product screen displays.
- 9. The user selects the information that they want to edit.
- 10. The edit product information screen displays.

- 11. The user inputs the information they want changed.
- 12. The system updates the information into the database and takes the user back to the home screen.

## GUI's



