Car Renting Application

Use-Case Model

Version 0.1

Revision History

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Use-Case Model

# Use-Cases Identification

Use Case 1: Rent a car;

Level: user-goal level;

Primary actor: the client;

Main success scenario: the client logs in his/hers account, searches the desired car, rents the car, receives an email confirming the reservation, the client arrives to the company garage, an employee prints out a contract, the client signs the contract and picks up the car;

Extensions: the client does not has an account and is unable to use the service; the client doesn’t show up to the garage and after a period of time his/hers reservation is canceled.

Use Case 2: Return a car;

Level: user-goal level;

Primary actor: the client;

Main success scenario: the client returns to the garage with the car, an employee marks the car as returned and available;

Extensions: if the car has suffered some accident the cars is not marked as available.

Use Case 2: Add a car to the car pool;

Level: sub-function;

Primary actor: the garage administrator;

Main success scenario: the garage administrator logs in his/hers account, fills the forms for the new car and the car is added to the list of available cars;

Extensions: the garage administrator doesn’t remember his/hers password in which case he/she must contact the system administrator.

# UML Use-Case Diagrams

