Auto Repair Shop

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| **Name** | Auto Repair Shop |
| **ID** | 001 |
| **Description** | This use case diagram will demonstrate the relationship between a customer and a mechanic |
| **Actors** | We have our primary actor, the customer and the secondary/reactionary actor is the mechanic. |
| **Frequency of Use** | This use case is likely used several times per day |
| **Triggers** | The customer notices something wrong with their vehicle. |
| **Preconditions** | Customer believes there’s an issue with their car, and they can afford to repair it. |
| **Postconditions** | The vehicle is successfully diagnosed and repaired. And the customer pays the mechanic for services rendered. |
| **Main Course** | The most common path of interactions between the user and the system   1. Customer requests vehicle diagnosis from mechanic 2. Mechanic determines issues, and presents customer with a quote for repair 3. Should the customer accept the quote, the mechanic would then begin repairs. 4. Repairs are completed and customer pays the mechanic to get their car back. |
| **Alternate Course** | Alternate path through the system  AC1: On quote for repair, the customer could choose the following:   1. Accept - continue working with autoshop 2. Reject - Take vehicle back and pay a diagnostic fee   AC2: Multiple choices for payment   1. Cash 2. Card 3. Check |