Use Case Documentation

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| **Name of Use Case:** | Bank App | | | |
| **Created By:** | Bank of Palmer | | **Last Updated By:** | Killjoy Palmer |
| **Date Created:** | 01/01/19 | | **Last Revision Date:** | 01/21/19 |
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| **Description:** | | Bank of Palmer customer can use the banking app to manipulate their funds. | | |
| **Actors:** | | Customer, Bank | | |
| **Preconditions:** | | 1. Customer has an account with the bank 2. Customer has downloaded the banking app 3. Customer has created an online account with banking website | | |
| **Postconditions:** | | 1. Customer able to log into app without receiving error message 2. Customer able to manipulate funds 3. Customer able to pay from checking or savings accounts | | |
| **Flow:** | | 1. Customer logs into app 2. Customer receives a log in success message 3. Customer chooses to pay bills or manipulate funds 4. Customer confirms that their actions are correct 5. Customer logs out of the app | | |
| **Alternative Flows:** | |  | | |
| **Exceptions:** | | 2. In step 2 of the normal flow, if customer enters the wrong usename and password, the following steps are followed:   1. Customer retries log in until successful 2. Customer requests for new username and/or password 3. Customer tries to log in again | | |
| **Requirements:** | | The following requirements must be met before execution of the use case   1. Must be a customer of the Bank of Palmer 2. Must have sufficient funds 3. Must use valid log in information 4. Must have a valid email address | | |
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