Use Case no.	1	
Use Case Name	View Inventory	
Actor	Store Manager	
Type	Primary	
Description	Store Manager views current inventory, including all available furniture items.	
Preconditions	Inventory data must be available in the system.	
Postconditions	Store Manager can see a list of all available furniture with stock levels.	
Normal Flow	**Actor Action:** 1. Store Manager selects the View Inventory option.	**System Response:** 2. System fetches inventory data. 3. Inventory details are displayed.
Alternative Flow	If inventory data is not available, show an error message to the Store Manager.	

Use Case no.	2	
Use Case Name	View Sales Reports	
Actor	Store Manager	
Type	Primary	
Description	Store Manager generates and views sales reports over a specific period.	
Preconditions	Sales data must be present in the system.	
Postconditions	Sales reports are displayed with details like total sales, items sold, and revenue.	
Normal Flow	**Actor Action:** 1. Store Manager selects the date Range for the sales report.	**System Response:** 2. System generates the sales report. 3. Report is displayed to the Store Manager.
Alternative Flow	If no sales data is available for the selected period, prompt the user with No data available.	

Use Case no.	3
Use Case Name	Create Financial Reports
Actor	Store Manager
Type	Primary
Description	Store Manager creates financial reports, including profit and loss.
Preconditions	Financial data (sales and expenses) must be available.
Postconditions	The report is generated and displayed.
Normal Flow	**Actor Action:** 1. Store Manager selects the Create Financial Report option. 2. Store Manager selects the desired period. . **System Response:** 3. System compiles the financial report. 4. The financial report is displayed to the store Manager.
Alternative Flow	If there is missing financial data, display an error message: "Incomplete data for this period."

Use Case no.	4
Use Case Name	Create Customer Orders
Actor	Sales Staff
Type	Primary
Description	Sales staff creates a new order for a customer.
Preconditions	Customer selects furniture for purchase.
Postconditions	Order is created and saved in the system.
Normal Flow	**Actor Action:** **System Response:** 1. Sales staff selects the customer's items for purchase. 2. Sales staff confirms the order. 3. The system creates the order. 4. A confirmation message is displayed.
Alternative Flow	If the system cannot save the order, prompt the user with: "Order creation failed."

Use Case no.	5
Use Case Name	Manage Customer Orders
Actor	Sales Staff
Type	Primary
Description	Sales staff edits or updates customer orders, e.g., changing items or quantities.
Preconditions	Customer order already exists.
Postconditions	Order details are updated in the system.

Normal Flow	**Actor Action:** **System Response:**
	 1. Sales staff selects the order to update.
	 2. Sales staff modifies the order details.
	             3. System saves the updated order.
	             4. Updated order details are displayed
	                to the sales staff.
	 .

Alternative Flow	If order update fails, display an error message: "Update unsuccessful."

Use Case no.	6
Use Case Name	Add Furniture Items
Actor	Inventory Manager
Type	Primary
Description	Inventory Manager adds new furniture items to the inventory.
Preconditions	New furniture details are available.
Postconditions	The furniture item is added to the inventory system.

Normal Flow	**Actor Action:** **System Response:**
	
	 1. Inventory Manager enters details of new furniture items.
	             2. System saves the new furniture
	 . item.
	             3. The new item is displayed in the
	 . inventory list.

Alternative Flow	If item creation fails, display an error message: "Unable to add item to inventory."

Use Case no.	7	
Use Case Name	Remove Furniture Items	
Actor	Inventory Manager	
Type	Primary	
Description	Inventory Manager removes furniture items from inventory when they are no longer available.	
Preconditions	The furniture item exists in the inventory.	
Postconditions	The item is removed from the inventory list.	
Normal Flow	**Actor Action:** 1. Inventory Manager selects the item to remove. .	**System Response:** 2. System deletes the item. 3. Item is no longer shown in the inventory.
Alternative Flow	If item removal fails, display an error: "Unable to remove item."	

Use Case no.	8
Use Case Name	Monitor Furniture Availability
Actor	Inventory Manager
Type	Primary
Description	Inventory Manager monitors stock levels and furniture availability.
Preconditions	Inventory data is available in the system.
Postconditions	Inventory Manager can view the available stock in real-time.

Normal Flow	**Actor Action:** **System Response:**
	1. Inventory Manager opens the inventory dashboard.
	    2. System fetches the latest stock data.
	    3. Available stock is displayed in real-. time

Alternative Flow	If the system cannot fetch data, prompt with "Unable to load stock information."

Use Case no.	9
Use Case Name	Add Items to Shopping Cart
Actor	Customer
Type	Primary
Description	Customer adds selected furniture items to their shopping cart.
Preconditions	Furniture items are available in the inventory.
Postconditions	Items are added to the shopping cart for future purchase.

Normal Flow	**Actor Action:** **System Response:**
	1. Customer selects the desired furniture items.
	2. Customer adds the items to the shopping cart.
	    3. System updates the shopping cart with selected items.
	    4. A confirmation is shown for the . added items.

Alternative Flow	If an item is out of stock, display: "Item unavailable."

Use Case no.	10
Use Case Name	Track Orders
Actor	Customer
Type	Primary
Description	Customer tracks the status of their orders (e.g., processing, shipped, delivered).
Preconditions	Customer order must exist.
Postconditions	Customer can view the current status of their order.

Normal Flow	**Actor Action:** **System Response**
	1. Customer selects Track Order option.
	
	           2. System retrieves the current order .
	             status.
	. 3. Order status is displayed to the customer

Alternative Flow	If order does not exist, prompt the user: No order found.