Waiter Management System

Use Cases

4. MONITORIZARE OSPATARI

Un restaurant si-a creat o infrastructura prin care seful monitorizeaza ospatarii prezenti la lucru si le traseaza sarcini individuale. Firma are o aplicatie care ofera: •

* fereastra pentru sef, cu ajutorul careia seful vede lista ospatarilor prezenti în firma, un element din lista precizând numele ospatarului si ora la care s-a logat în sistem. De asemenea, seful poate transmite o sarcina unui ospatar prezent astfel: selecteaza ospatarul din lista, introduce o descriere a sarcinii si declanseaza un buton "transmite sarcina". Imediat dupa transmiterea unei sarcini, aceasta poate fi consultata de catre ospatarul respectiv.
* câte o fereastra pentru fiecare ospatar: Atunci când ospatarul vine la serviciu, introduce ora sosirii si declanseaza un buton "prezent". Imediat dupa declansarea butonului, seful vede în lista lui ca ospatarul este prezent. În continuare, cât timp ospatarul sta la serviciu, el primeste si, în consecinta, vede în fereastra lui, sarcinile transmise de sef. La plecare, ospatarul închide fereastra, moment în care seful este notificat de delogarea acestuia din sistem.

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| **ID and name** | UC-1: View Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | - |
| **Description** | A manager accesses the Waiters page to view a list of his Waiters and their activity status. | | |
| **Trigger** | A Manager wants to see his Waiters. | | |
| **Preconditions** | PRE-1. Manager is logged into the System. | | |
| **Postconditions** | - | | |
| **Normal flow** | **1.0 View Waiters list**   * The Manager clicks the Waiters tab from the menu. * A list containing all the Waiters that report to him, and their current activity status is displayed. | | |
| **Alternative flows** | - | | |
| **Exceptions** | **1.0.E1 The Manager has been demoted or fired.**  1. The system displays an error message.  2. The Manager is logged out of the system and redirected to the login page. | | |

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| **ID and name** | UC-2: Add Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | Waiter |
| **Description** | The Manager adds a new Waiter by submitting a form that creates a new user account. | | |
| **Trigger** | A Manager wants to add a new Waiter into the network. | | |
| **Preconditions** | PRE-1. Manager is logged into the System. | | |
| **Postconditions** | POST-1. A new Waiter is added into the database, and he can login into the network. | | |
| **Normal flow** | **2.0 Add an Waiter.**  1. The Manager clicks the Add Waiter button  2. The System displays a form requesting information about the new Waiter, such as his name or email address.  3. The Manager provides the requested data.  4. The Manager clicks the Submit button.  5. The system validates the data  6.a. If the data is invalid, the system displays an error. Return to 2.0.3  6.b. If the data is valid, the system adds the new Waiter into the network. | | |
| **Alternative flows** | **2.1 Cancel the action.**  1. Follow 2.0.1-3  2. The Manager decides he no longer wants to add a new Waiter and clicks the Cancel button.  3. The system takes the Manager back to the Waiter Menu. | | |
| **Exceptions** | **2.0.E1 An Waiter with the same email address is already has already been registered into the network.**  1. The System alerts the Manager that the email address is already in use.  2. Return to 2.0.3  **2.0.E2 A server error has occurred.**  1. An error message is displayed.  2. The Manager is redirected to the Main Menu. | | |

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| **ID and name** | UC-3: Delete Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | Waiter |
| **Description** | The Manager removes an Waiter that is no longer part of the company from the network. | | |
| **Trigger** | A Manager wants to remove an Waiter from the network. | | |
| **Preconditions** | PRE-1. Manager is logged into the System.  PRE-2. The Manager navigates to the Waiter view table. | | |
| **Postconditions** | POST-1. The deleted Waiter is removed from the database, and he loses access to his account. | | |
| **Normal flow** | **3.0 Delete an Waiter.**  1. The Manager selects an Waiter from the list.  2. The Manager clicks the Delete Waiter button.  3. An alert pane is displayed, requesting confirmation for the action.  4. The Manager clicks the Confirm button.  5.a. If the confirmation checkbox is not checked, the system displays an error message. Return to 3.0.3  5.b If the confirmation checkbox is checked, the Waiter is deleted from the database.  6. The Waiter list is updated. | | |
| **Alternative flows** | **3.1 Cancel the action.**  1. Follow 3.0.1-3  2. The Manager decides he no longer wants to delete the selected Waiter and clicks the Cancel button.  3. The system takes the Manager back to the Waiter Menu. | | |
| **Exceptions** | **3.0.E1 The Waiter has already deleted by another Manager.**  1. The System alerts the Manager that the user does no longer exist.  2. Return to 3.0.6  **3.0.E2 A server error has occurred.**  1. An error message is displayed.  2. The Manager is redirected to the Main Menu. | | |

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| **ID and name** | UC-4: View Assignments | | |
| **Primary actor** | Manager | **Secondary actors** | - |
| **Description** | The Manager navigates through the assignments assigned to an Waiter. | | |
| **Trigger** | A Manager wants to see the assignments that are assigned to a specific Waiter. | | |
| **Preconditions** | PRE-1. Manager is logged into the System.  PRE-2. The Manager sees the Waiter list. | | |
| **Postconditions** | - | | |
| **Normal flow** | **4.0 Add an Waiter.**   * The Manager requests additional information about the assignments assigned to the Waiter by double clicking an Waiter. * The Systems displays a list containing the most recent assignments assigned to the Waiter. * The Manager wants to see older assignments and clicks the See Older button.   4a. The System displays older assignments.  4.b. If there are no more assignments to display, the See Older button is hidden.  5. The Manager clicks the Up Arrow button.  6. The assignment list is collapsed. | | |
| **Alternative flows** | **4.1 See assignments from multiple Waiters.**  1. Follow 4.01-2.  2. The Manager selects another Waiter from the list.  3. The system displays the assignments for the newly selected Waiter, without collapsing the other Waiters’ assignments. | | |
| **Exceptions** | **-** | | |

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| **ID and name** | UC-5: Search Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | - |
| **Description** | A manager accesses the Waiters page in order to search for a certain Waiter and see his current status and assigned assignments. | | |
| **Trigger** | A Manager wants to track his Waiters. | | |
| **Preconditions** | PRE-1. Manager is logged into the System. | | |
| **Postconditions** | POST-1. The list of Waiters is filtered, and the results are valid | | |
| **Normal flow** | **5.0 Search for an Waiter**  1. The Manager inputs a string into the search bar.  2. The System displays only the Waiter with the searched name.  3. The Manager logs out. | | |
| **Alternative flows** | **5.1 Provide an empty string for search.**   * The Manager does not provide input for the search. * A list with all the Waiters is provided. * Return to 5.0.3   **5.2 Search for multiple Waiters**   * The Manager inputs a string into the search bar. * The System returns multiple results for the search and displays all of them. * Return to 5.0.3 | | |
| **Exceptions** | **5.0.E1 Searched name contains invalid characters**  1. The System alerts the Manager that the string input is invalid  2a. If the Manager changes the search input to a valid one, correspondent results are shown.  2b. Else if the Manager performs the search with an invalid input, no results are displayed, and an error message is shown. | | |

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| **ID and name** | UC-6 Add assignments for Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | - |
| **Description** | The Manager wants to assign new assignments to his Waiters | | |
| **Trigger** | The Manager adds a new assignment for an Waiter. | | |
| **Preconditions** | PRE-1. The Manager is logged in into System.  PRE-2. The Manager sees the list of assigned assignments for an Waiter. | | |
| **Postconditions** | POST-1. Changes made by the Manager are reflected in the database and in each Waiter’s assignment list. | | |
| **Normal flow** | **6.0 Add an assignment.**   * The Manager clicks the “Add assignment” button. * The System displays a window requesting details for generating and assigning the new assignment. * The Manager provides valid input and successfully assigns a new assignment to the selected Waiter. * The System displays the new assignment in the expanded list. | | |
| **Alternative flows** | **6.1 Cancel the action.**  1. Follow 6.0.1-2.  2. The Manager no longer wants to add a new assignment and clicks the Cancel button.  3. The window is closed | | |
| **Exceptions** | **6.0.E1 A assignment with the same name was already assigned to an Waiter**  1. The system informs the Manager that a assignment with the same name has already been assigned to the selected Waiter.  2. Return to 6.0.3. | | |

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| **ID and name** | UC-7 Delete assignments for Waiters | | |
| **Primary actor** | Manager | **Secondary actors** | - |
| **Description** | The Manager wants to delete assignments that are no longer required. | | |
| **Trigger** | The Manager deletes a selected assignment. | | |
| **Preconditions** | PRE-1. The Manager is logged into System.  PRE-2. The Manager sees the list of assigned assignments for an Waiter. | | |
| **Postconditions** | POST-1. Changes made by the Manager are reflected in the database and in each Waiter’s assignment list. | | |
| **Normal flow** | **7.0 Delete Assignment**  1. The Manager selects an assignment from the list and clicks the Delete Assignment button.  2. The System requests confirmation for the deletion.  3. The Manager confirms the deletion.  4. The System successfully deletes the selected assignment, and the list is updated. | | |
| **Alternative flows** | **7.1 Cancel the assignment deletion.**  1. Follow 7.0.1-2.  2. The Manager clicks the Cancel button.  3. The system closes the Confirmation pane. | | |
| **Exceptions** | - | | |

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| **ID and name** | UC-8: Login | | |
| **Primary actor** | User (Manager/ Waiter) | **Secondary actors** | - |
| **Description** | A User logs into the network by submitting his credentials. | | |
| **Trigger** | A User wants to log into the network. | | |
| **Preconditions** | - | | |
| **Postconditions** | - | | |
| **Normal flow** | **8.0 Login**  1. The User enters the Login page.  2. The system requests the User’s credentials.  3. The User provides the requested data and clicks the Login button.  4.a. The authentication is successful, and the User is redirected to the Manager page.  4.b. The authentication is successful, and the User is redirected to the Manager page. | | |
| **Alternative flows** | **8.1 Show password**  1. Follow 8.0.1-2.  2. The User provides the requested data.  3. The User wants to double-check the password, so he clicks the icon next to the password field.  4. The system reveals the text in the password field while the button is clicked.  5. The Manager releases the click.  6. The password is hidden.  7. Continue with 8.0.3 | | |
| **Exceptions** | **2.0.E1 The email address or the password is invalid.**  1. The System alerts the User that the credentials are invalid.  2. Return to 8.0.2. | | |

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| **ID and name** | UC-9: Logout | | |
| **Primary actor** | User  (Manager/  Waiter) | **Secondary actors** | - |
| **Description** | The User logs out of the network. | | |
| **Trigger** | A User clicks the Logout button. | | |
| **Preconditions** | PRE-1. The User is logged into the System. | | |
| **Postconditions** | POST-1. Upon returning to a previous page, the User is redirected to the Login page. | | |
| **Normal flow** | **9.0. Logout**  1. The User clicks the Logout button in the navbar.  2. The system redirects the User to the Login page. | | |
| **Alternative flows** | **-** | | |
| **Exceptions** | **-** | | |

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| **ID and name** | UC-10: View Own Assignments | | |
| **Primary actor** | Waiter | **Secondary actors** | - |
| **Description** | The Waiter navigates through the list of assignments that were assigned to him. | | |
| **Trigger** | An Waiter wants to see what assignments were assigned to him. | | |
| **Preconditions** | PRE-1. Waiter is logged into the System. | | |
| **Postconditions** | - | | |
| **Normal flow** | **10.0 View Assigned Assignments.**  1. The Waiter clicks the Assignments button from the menu.  2. A list with the Waiter’s active assignments is displayed. | | |
| **Alternative flows** | **10.1 View Completed Assignments.**  1. The Waiter clicks the Assignments button from the menu.  2. The Waiter selects the Completed Assignments tab.  3. A list with all the assignments completed by the Waiter is displayed. | | |
| **Exceptions** | **10.0.E1 No active assignments**  1. Follow 10.0.1.  2. If there are no active assignments for the Waiter, a message is displayed. | | |

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| **ID and name** | UC-11: Mark Assignment as Finished | | |
| **Primary actor** | Waiter | **Secondary actors** | - |
| **Description** | The Waiter marks a assignment as finished. | | |
| **Trigger** | An Waiter has finished a assignment and wants to report its completion. | | |
| **Preconditions** | PRE-1. Waiter is logged into the System.  PRE-2. The Waiter sees the list of assignments. | | |
| **Postconditions** | The assignment status is updated. | | |
| **Normal flow** | **11.0 Mark Assignment as Finished**  1. The Waiter selects a assignment from the list.  2. The Waiter clicks the Finish Assignment button.  3. A pop-up appears, asking for confirmation.  4. The Waiter confirms his action.  5. The assignment is marked as finished and removed from the active assignments list. | | |
| **Alternative flows** | **11.1 Cancel action.**  1. Follow 11.0.1-3.  2. The Waiter clicks the Cancel button when asked for confirmation.  3. The pop-up is closed, and no changes are made to the list. | | |
| **Exceptions** | **-** | | |

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| **ID and name** | UC-12: Check-in | | |
| **Primary actor** | Waiter | **Secondary actors** | - |
| **Description** | The Waiter checks-in to register his work hours. | | |
| **Trigger** | The Waiter needs to check-in for work in order to complete his hours. | | |
| **Preconditions** | PRE-1. Waiter is logged into the System. | | |
| **Postconditions** | POST-2. The check-in hour is recorded into the database. | | |
| **Normal flow** | **12.0 Check-in**  1. The Waiter clicks the Check-in button.  2. A window is displayed, asking for the check-in hour.  3. The Waiter selects the hour and submits the form.  4. The system registers the check-in.  5. The Waiter’s status is changed to active. | | |
| **Alternative flows** | **12.1 Check-in with the current hour**  1. Follow 12.0.1-2.  2. The Waiter submits the form without providing a check-in hour,  3. The system registers the check-in with the hour at which the check-in was submitted.  4. The Waiter’s status is changed to active.  **12.2 Cancel check-in.**  1. Follow 12.0.1-2.  2. The Waiter clicks the Cancel button.  3. The window is closed, and the activity status remains unchanged. | | |
| **Exceptions** | **12.0.E1 The provided time is outside the work schedule.**  1. Follow 12.0.1-3  2. The submitted hour is not in the 9-17 interval, an error message is displayed.  3. Return to 12.0.3 | | |