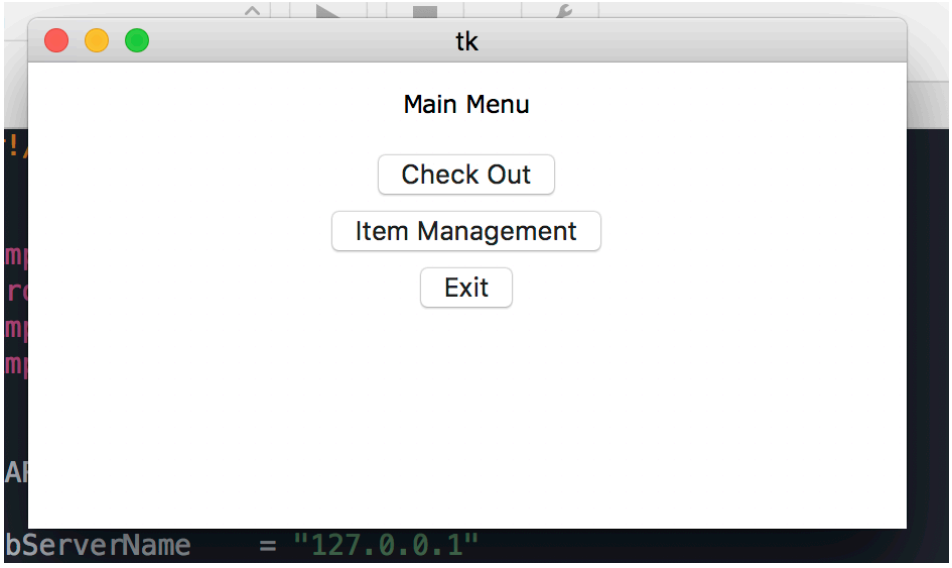
Course Project – Iteration 1: 3 Use Cases Implemented

Group Members: Eric Deaton & Will McCarthy

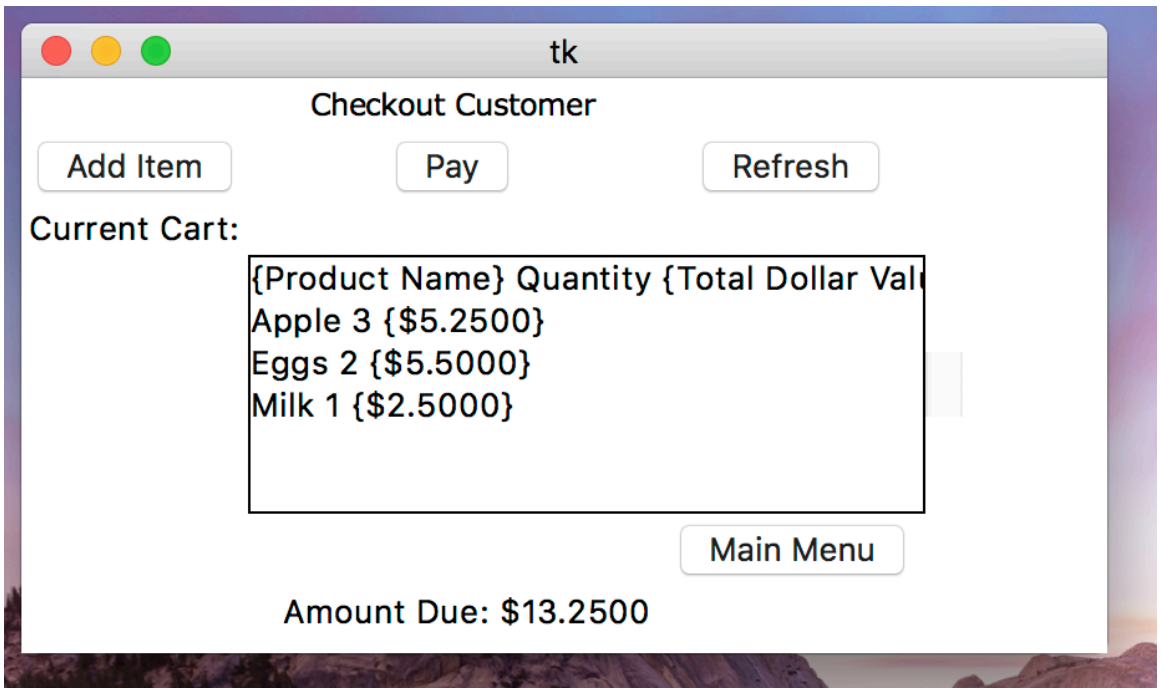
Screen shots walking through Store Manager application with test data

1. As a user, I want to check out an order in store for a customer

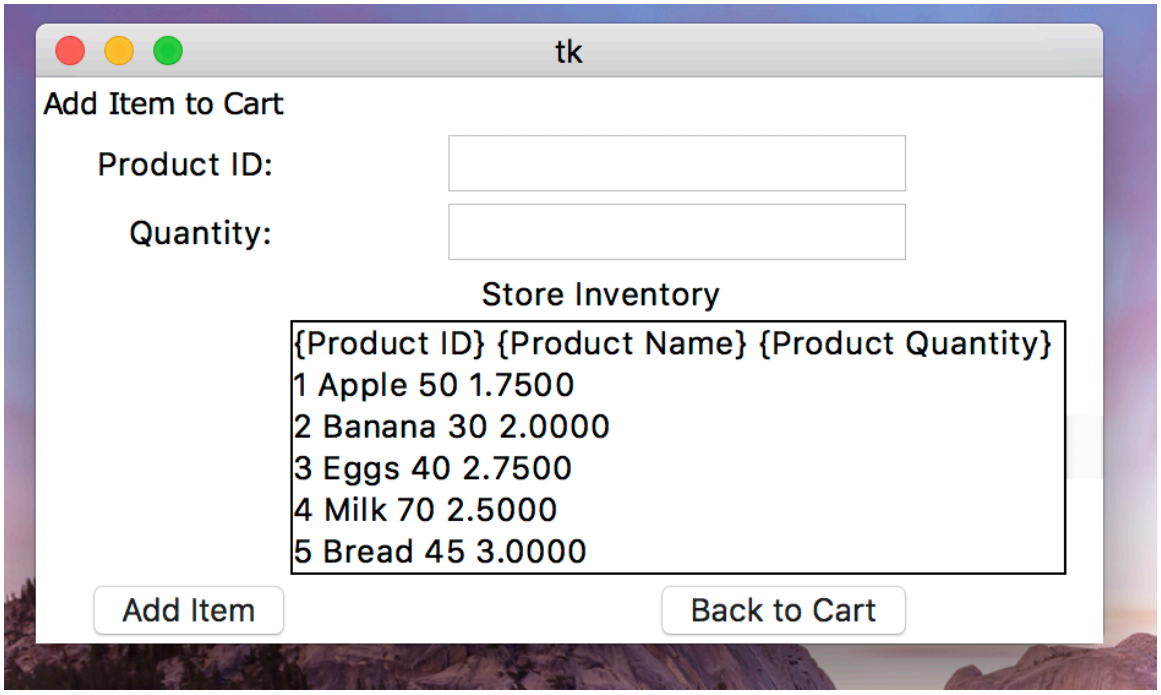
    a. Main Menu



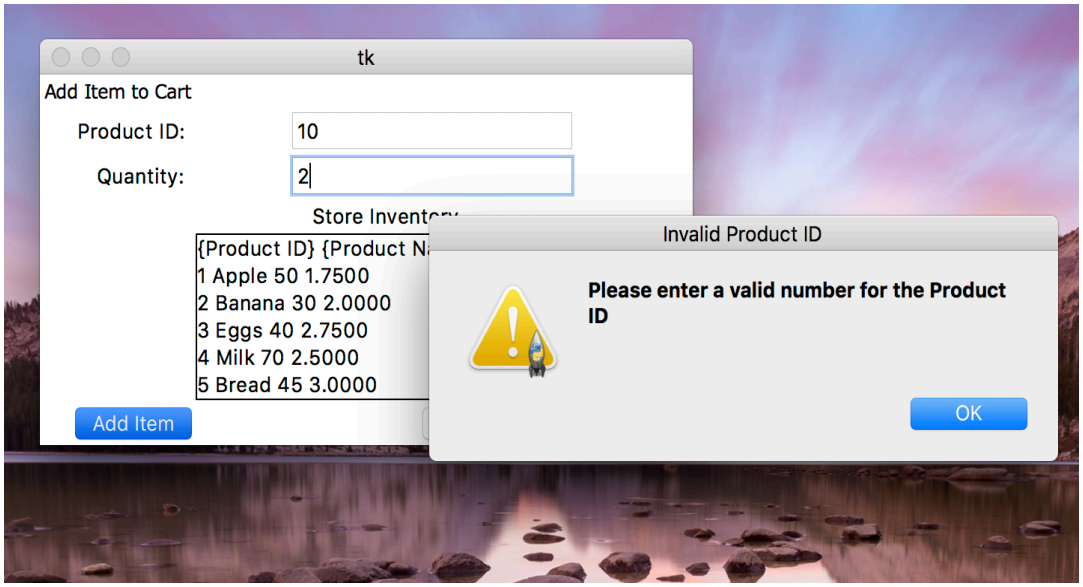
b. Check Out button selected



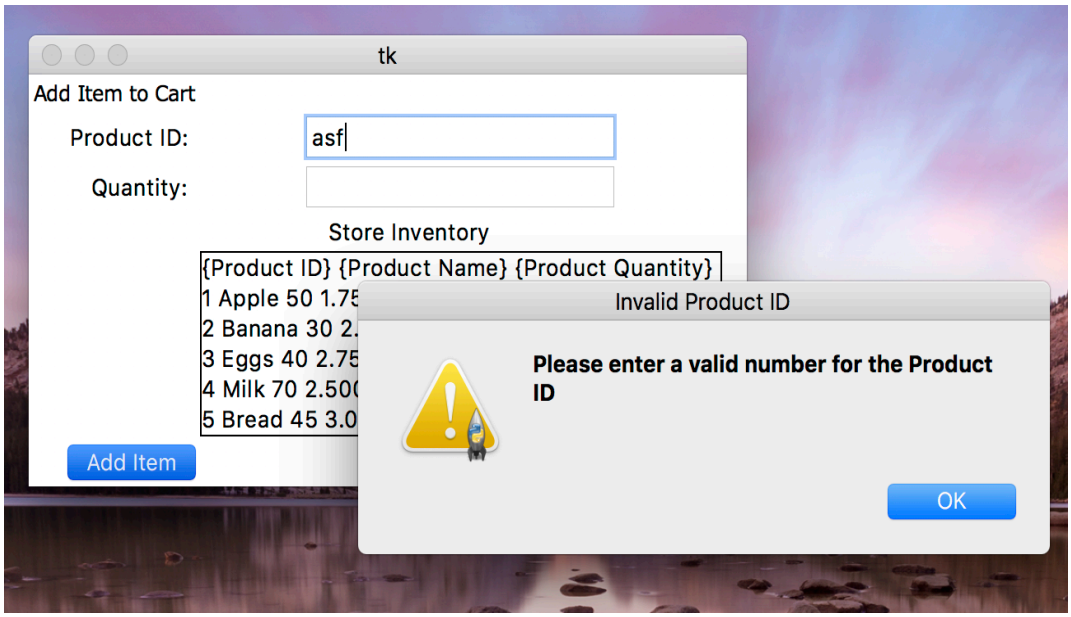
c. Add Item to Cart



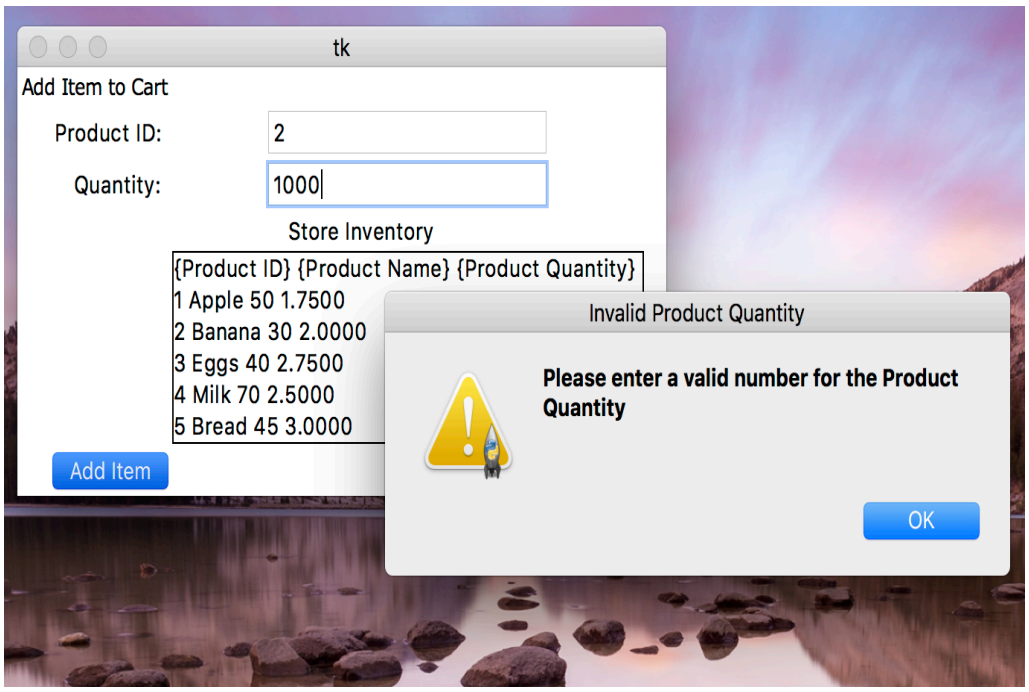
i. Invalid Product ID



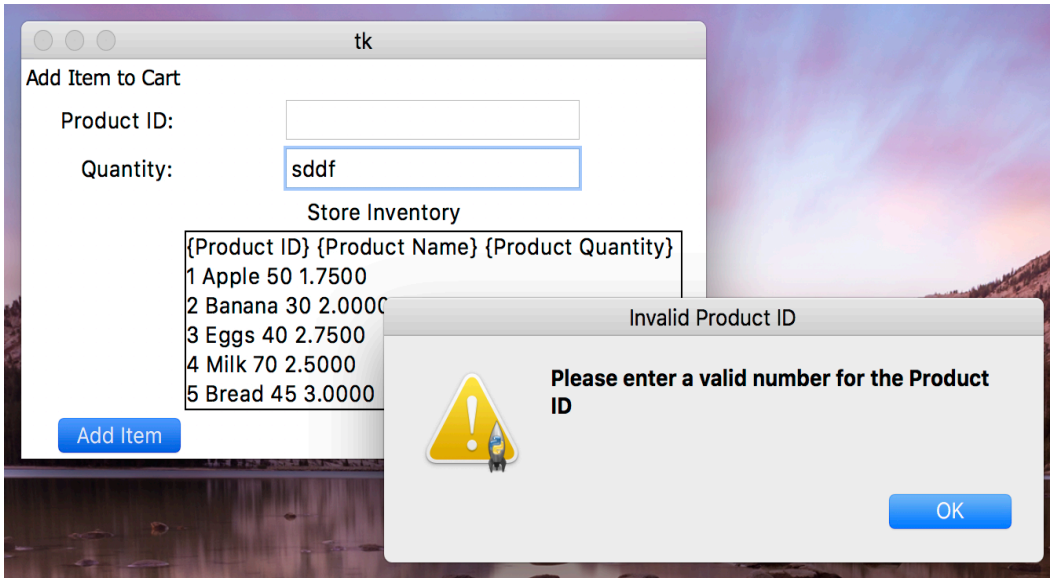
ii. String entry for Product ID



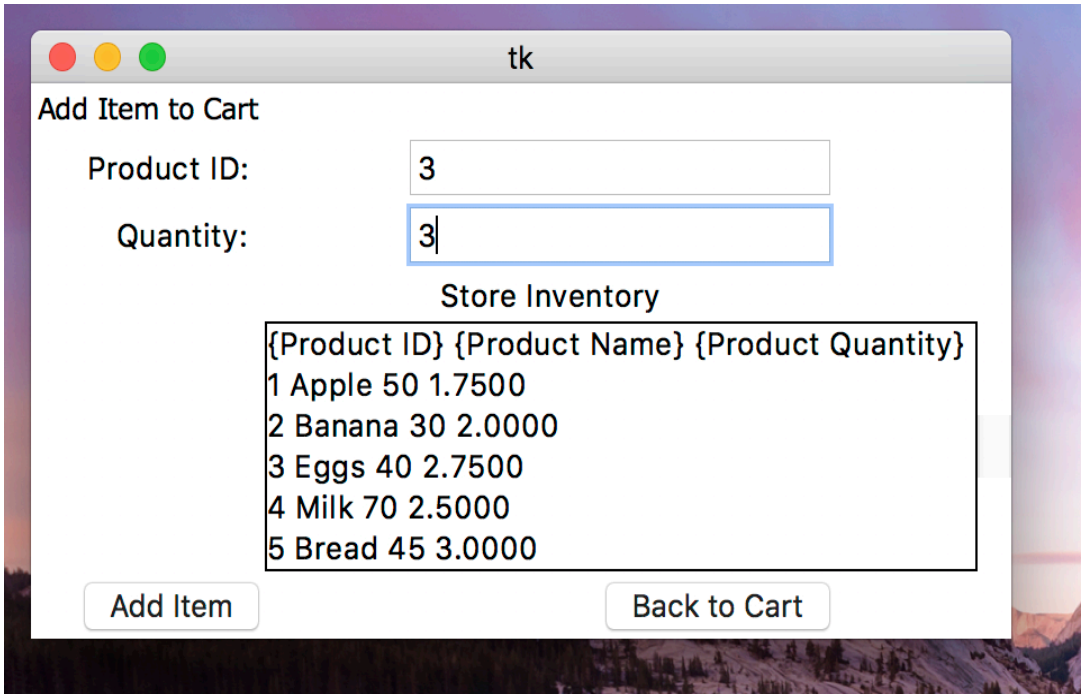
iii. Quantity value requested exceeds store Inventory



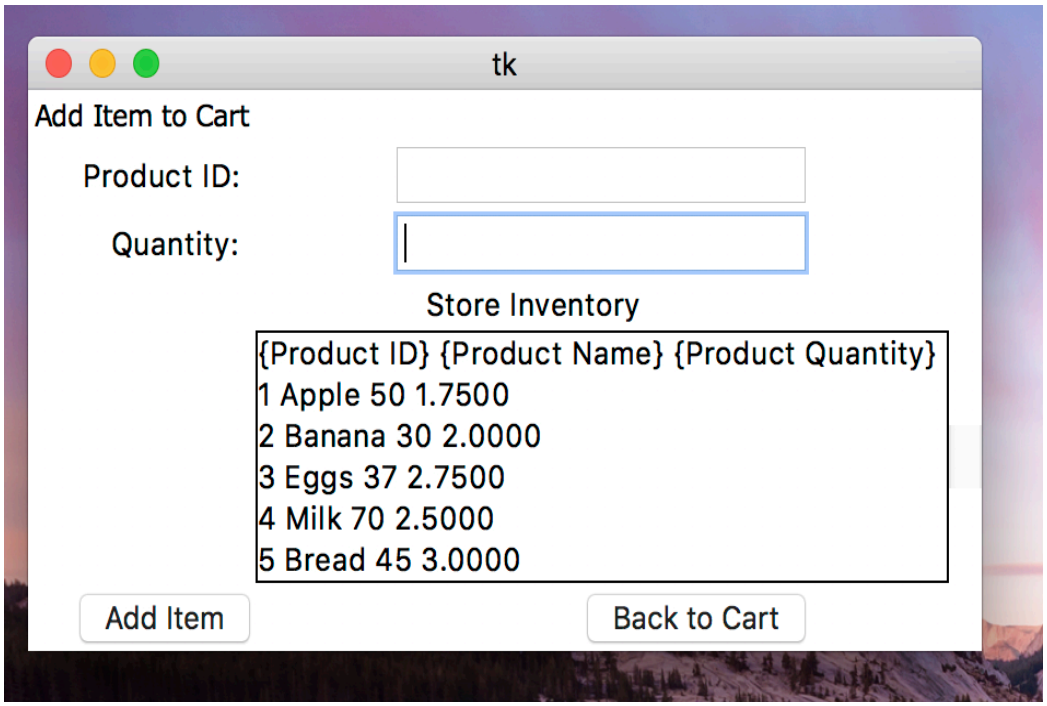
iv. Sting Entry for Quantity



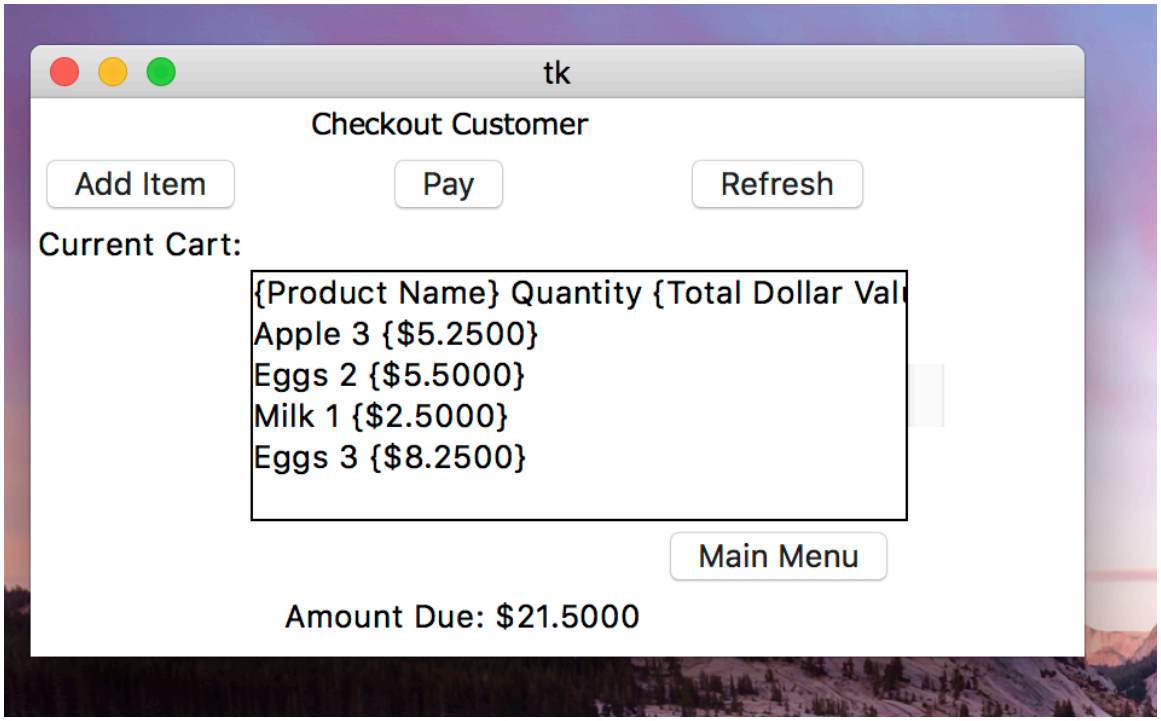
v. Valid Input



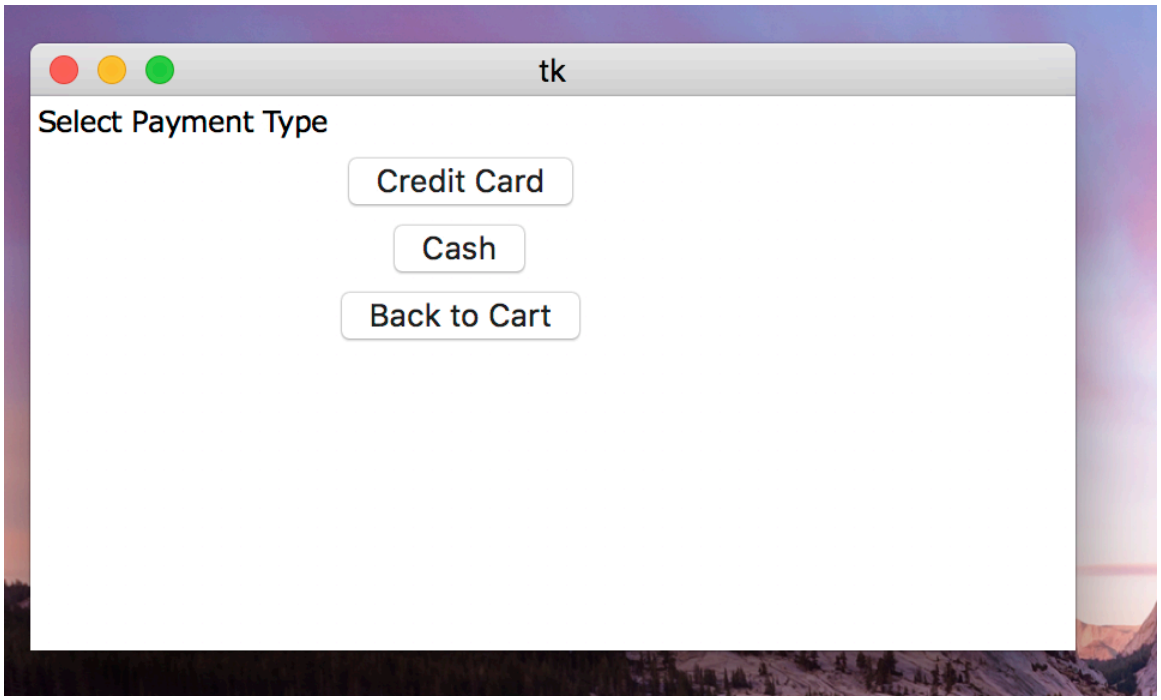
vi. Inventory Updated once product is added



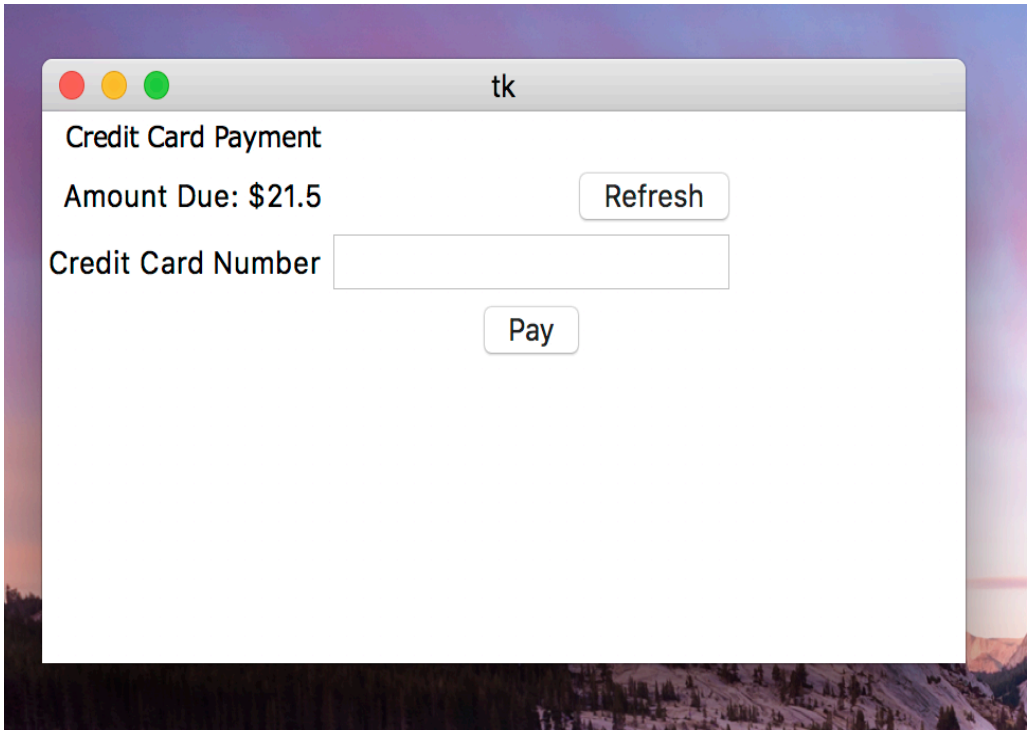
d. Customer Cart updated with new product



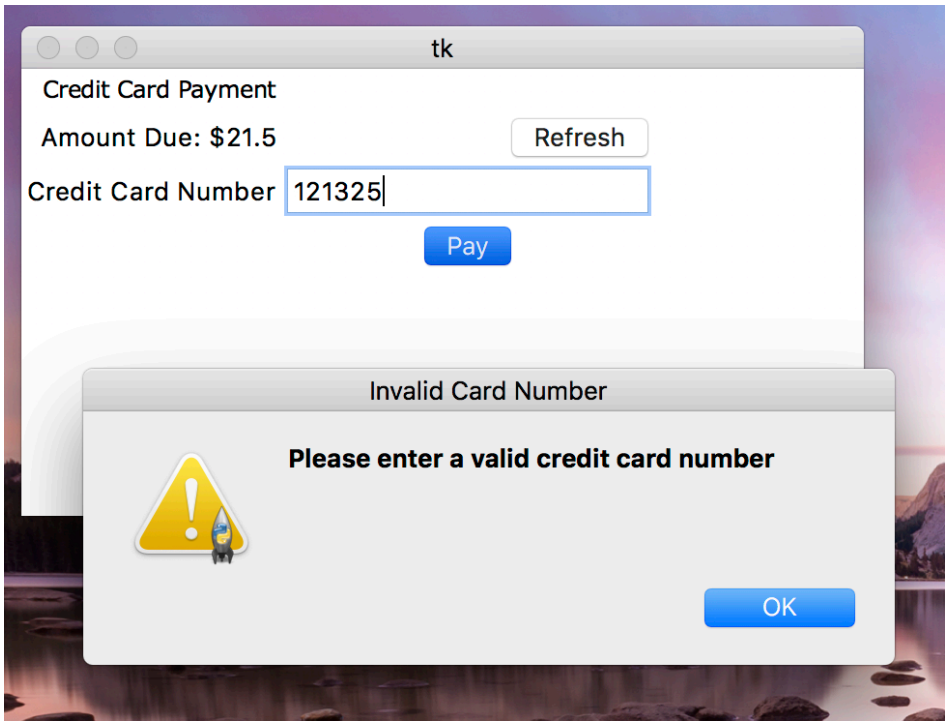
e. Customer selects payment type



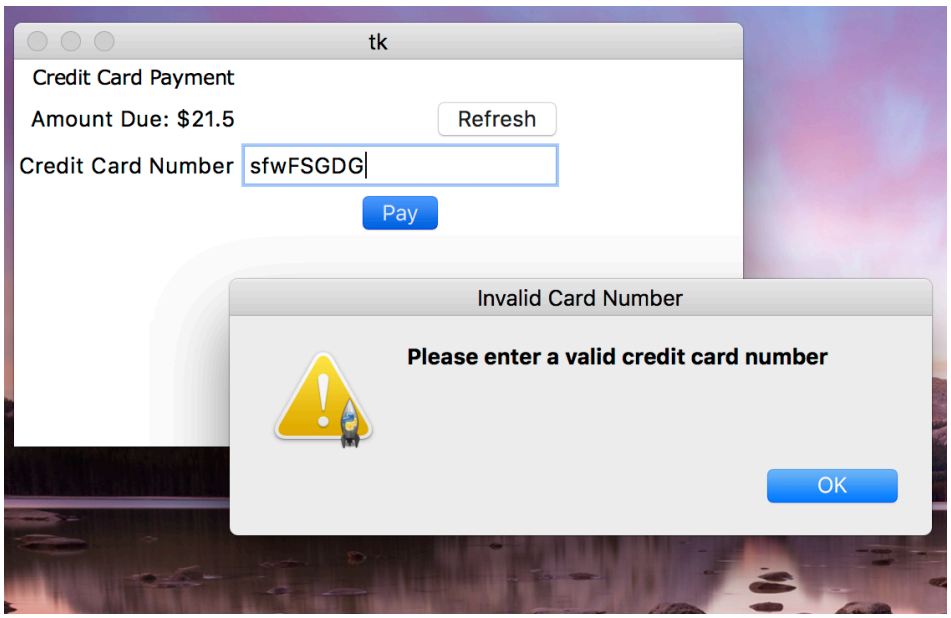
i. Credit Card Payment



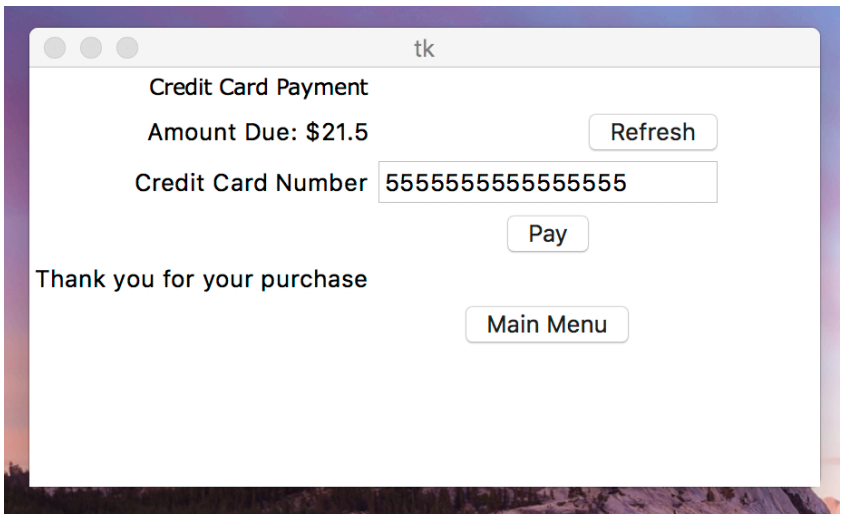
1. Invalid Credit Card Number



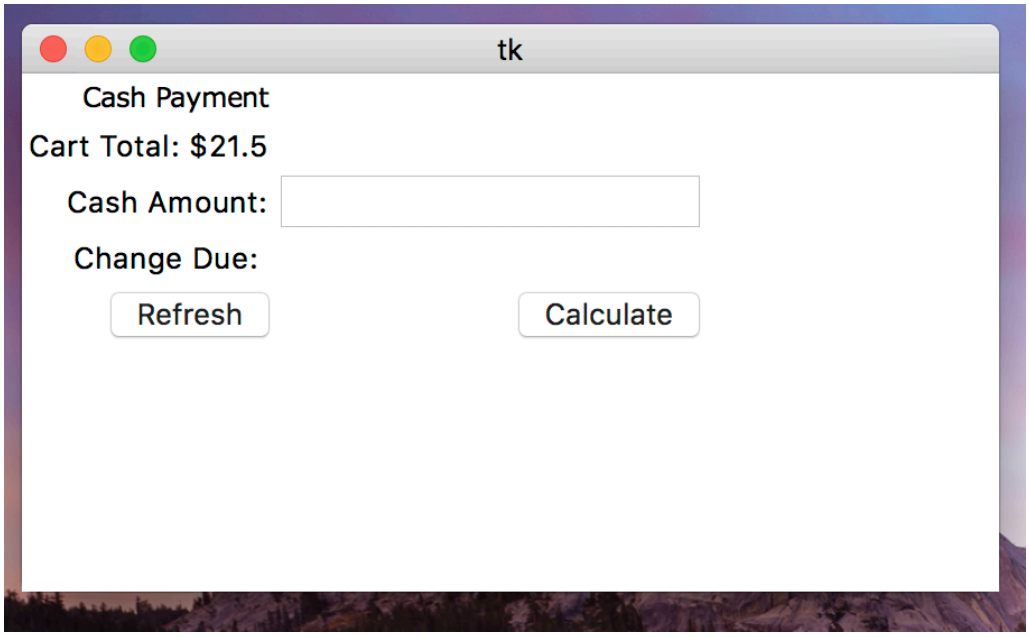
2. String entry for Credit Card



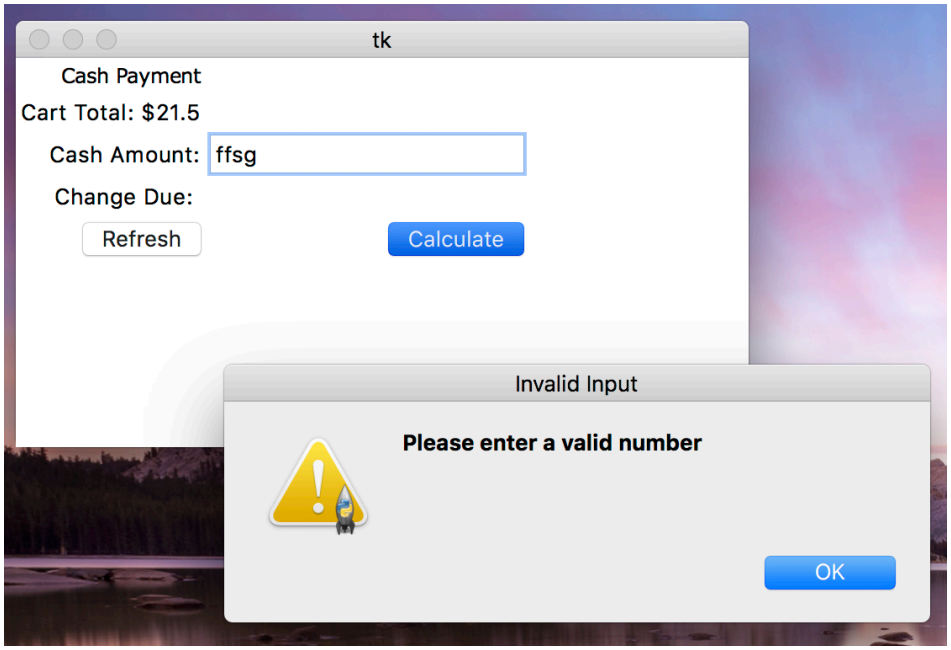
3. Process Payment and display Main Menu button



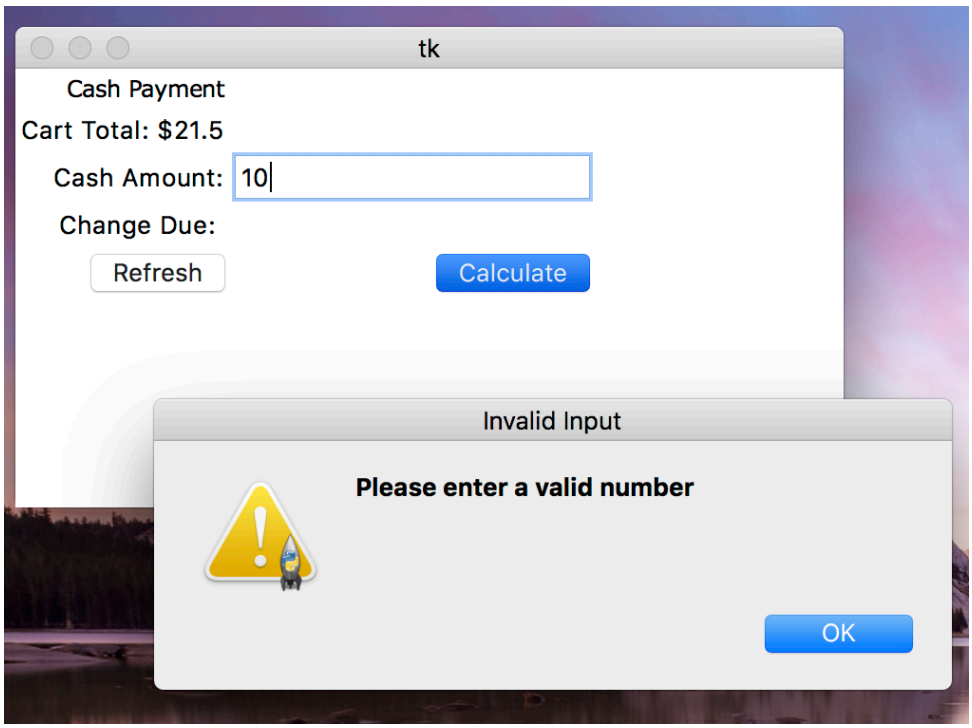
ii. Cash Payment



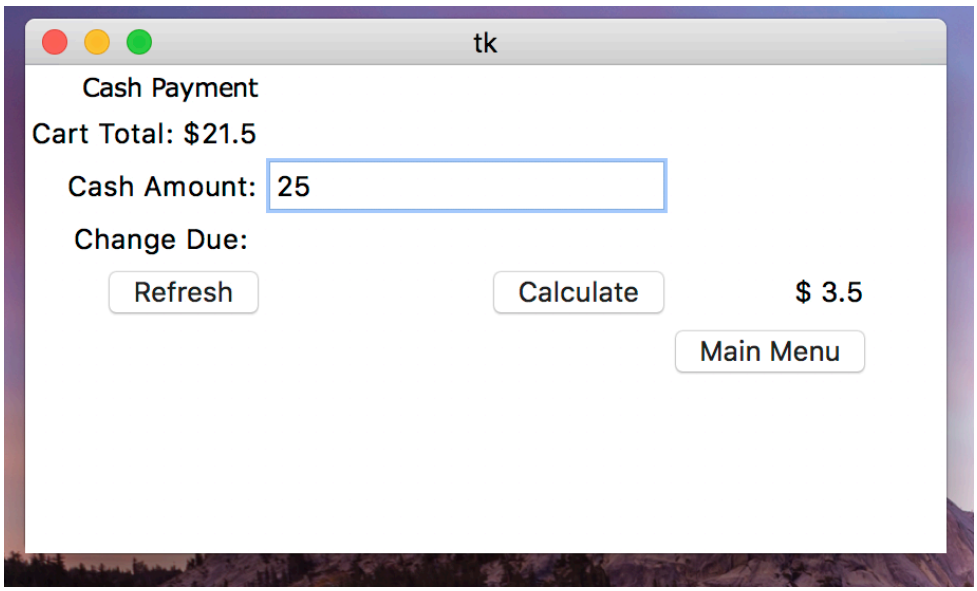
1. Sting Input for Cash Amount



2. Cash Amount is less than Cart Total

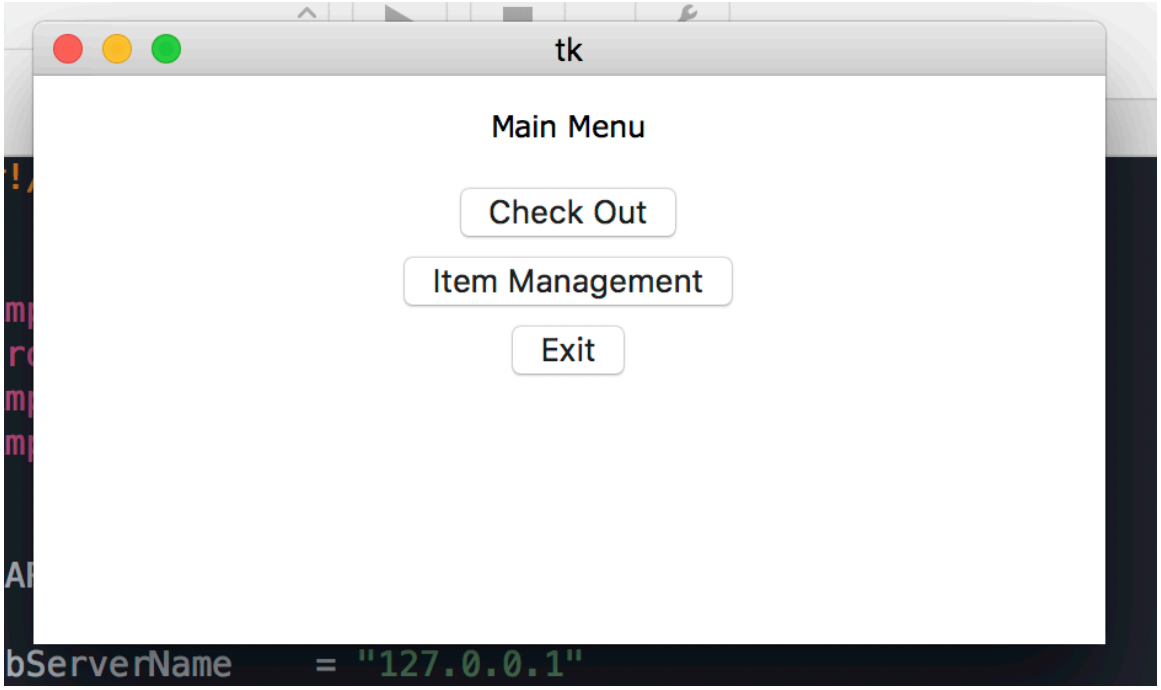


3. Calculate Change and Display Menu button

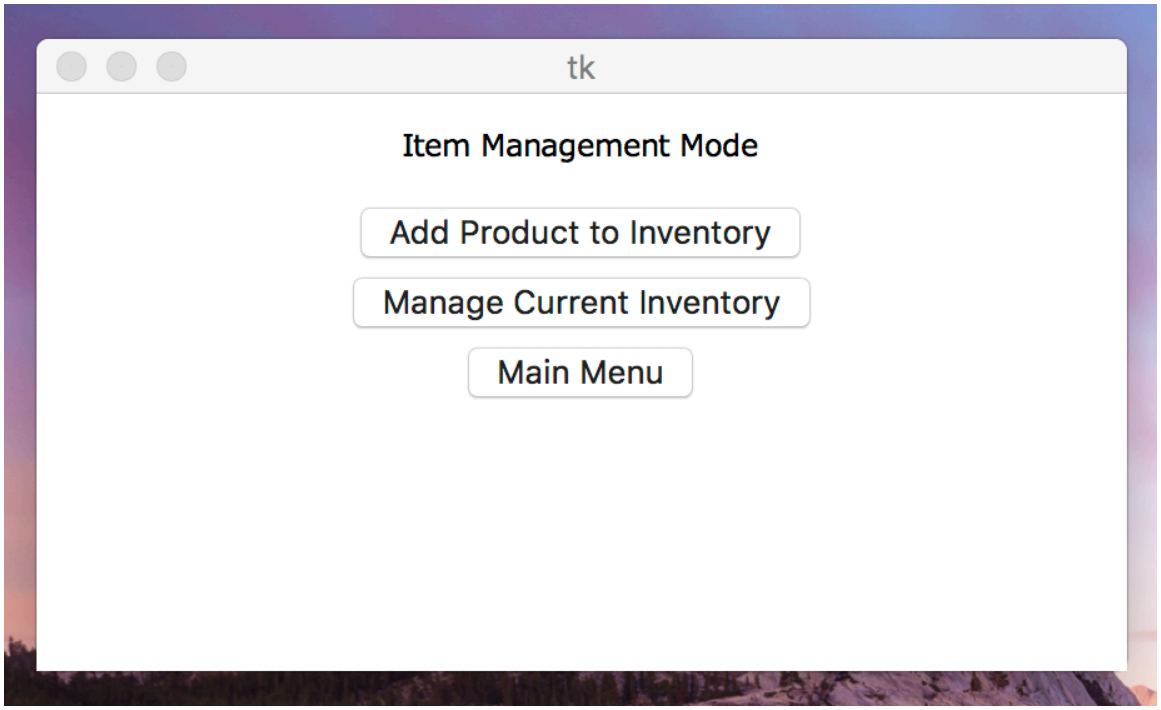


2. As a user, I want to add a new product into the system.

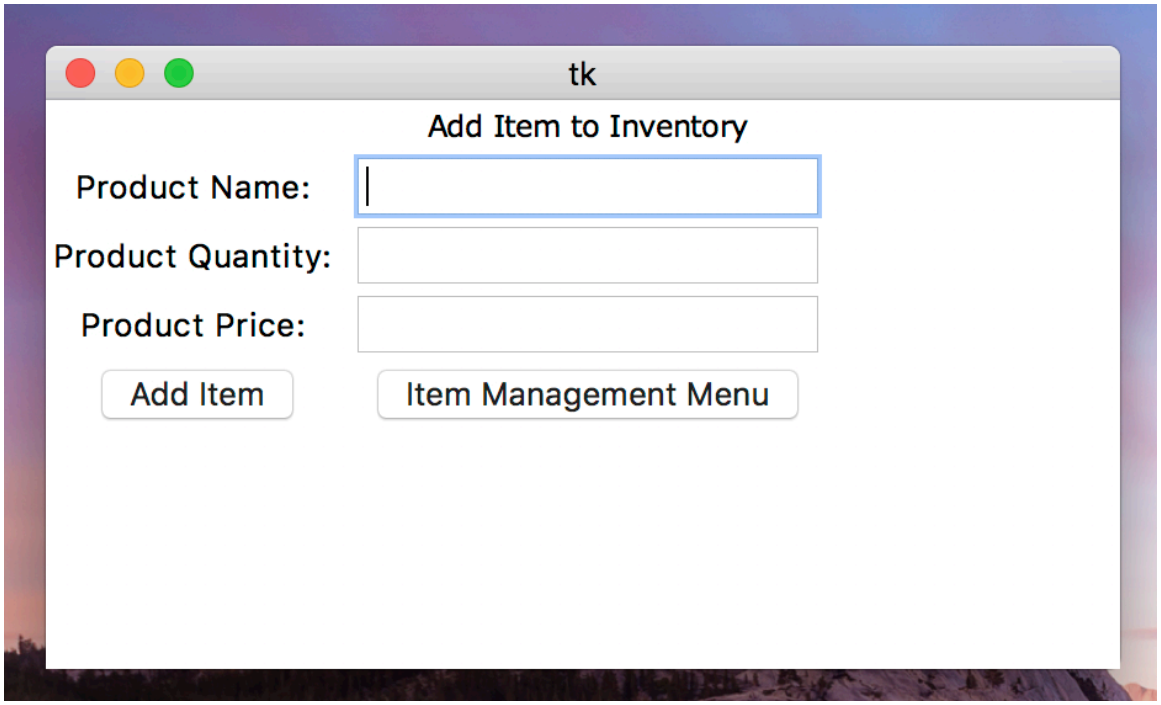
a. Main Menu displayed



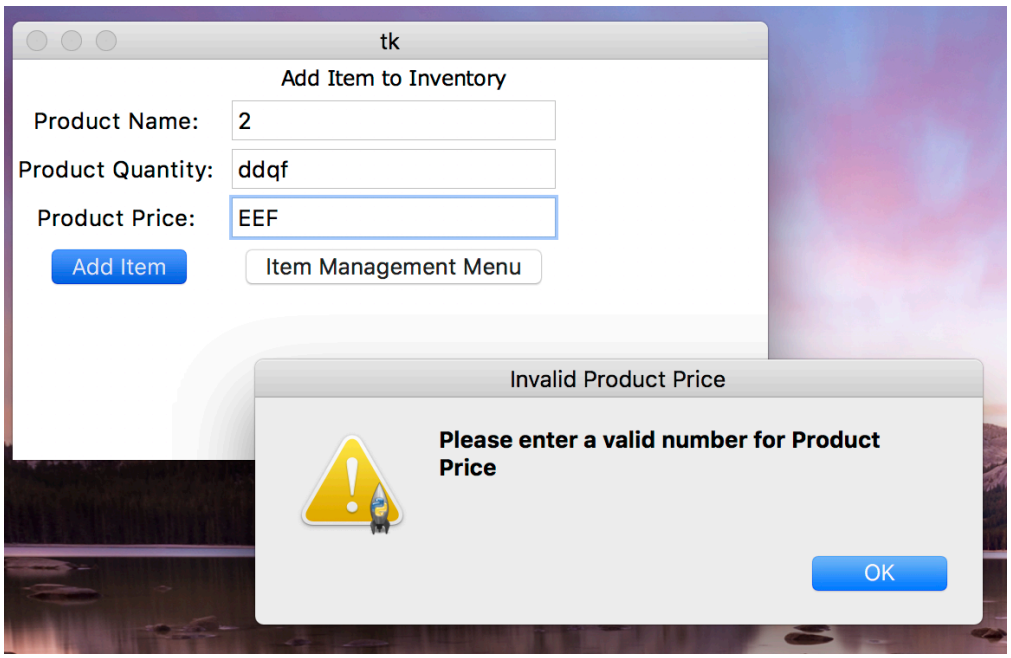
b. Inventory Management Menu displayed



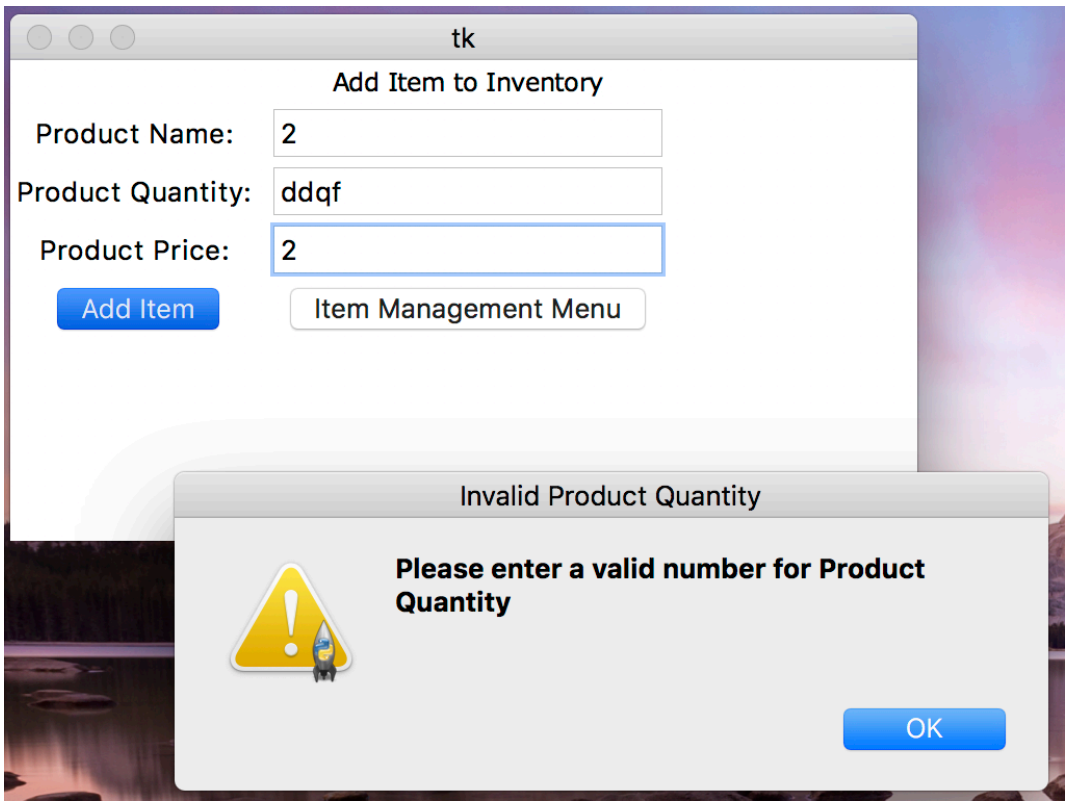
c. Add Product to Inventory



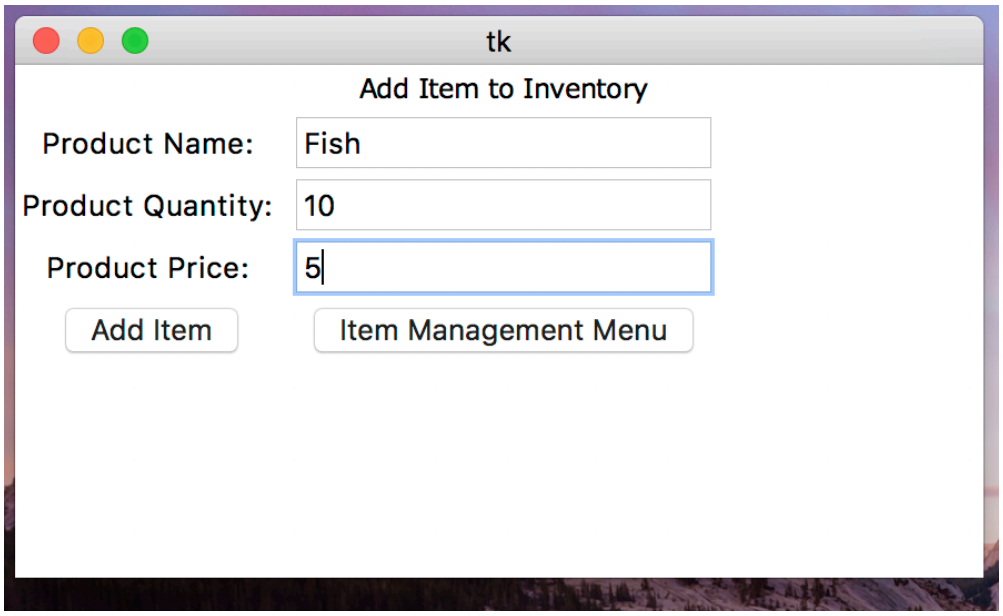
i. Invalid entry for Product Price



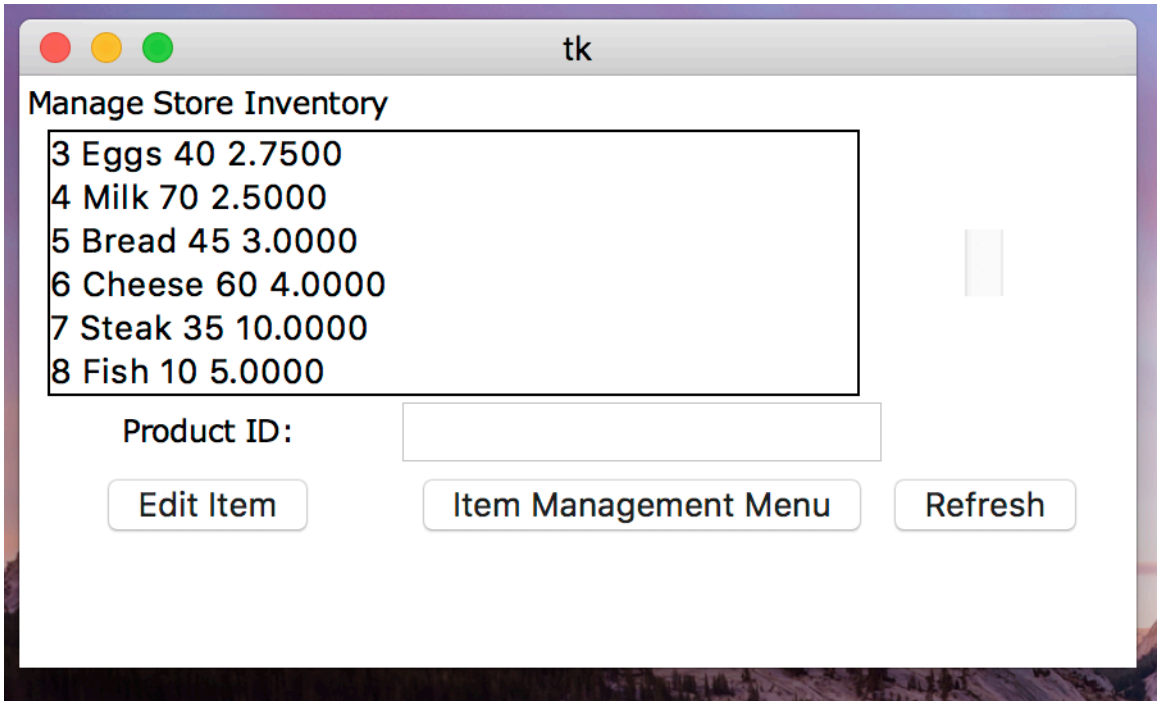
ii. Invalid entry for Product Quantity



iii. Valid Input

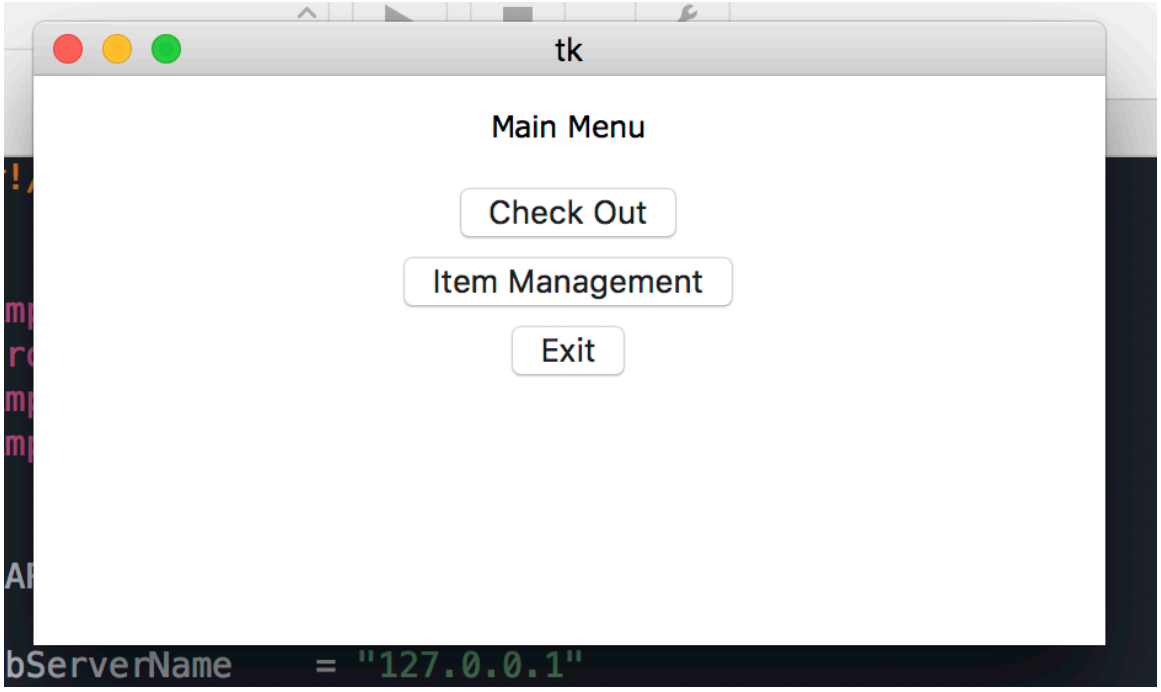


d. Product Added to Store Inventory

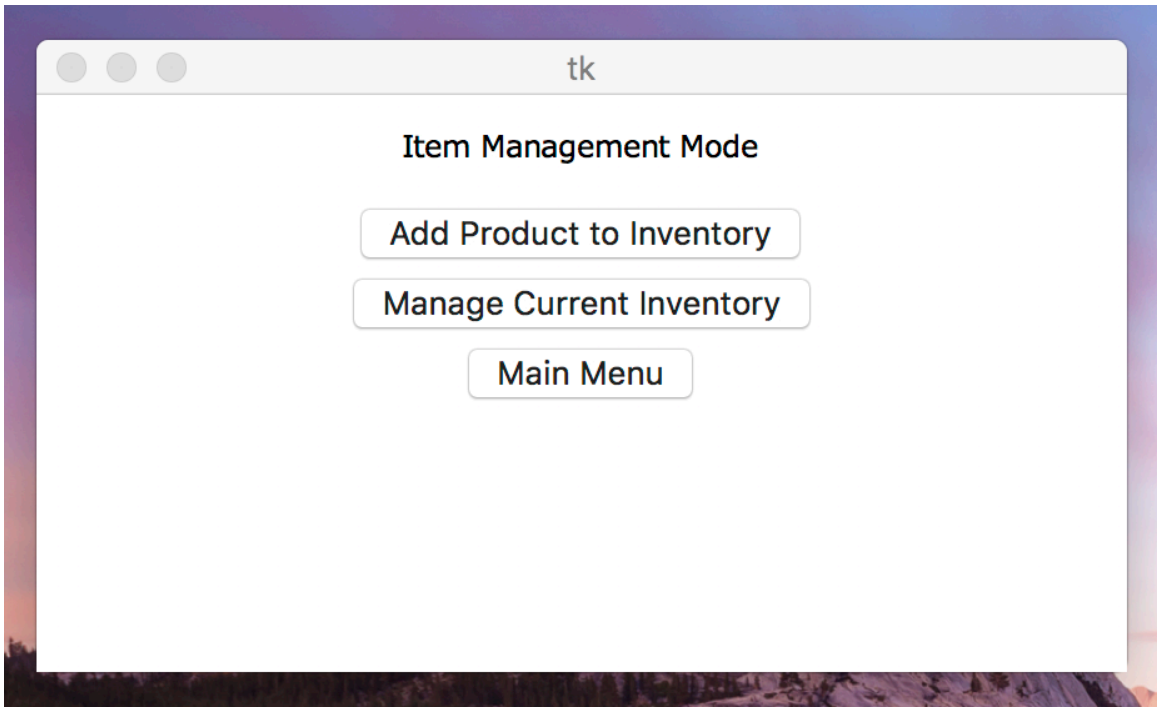


3. As a user, I want to update information (e.g., price, available quantity) of a current product in the system.

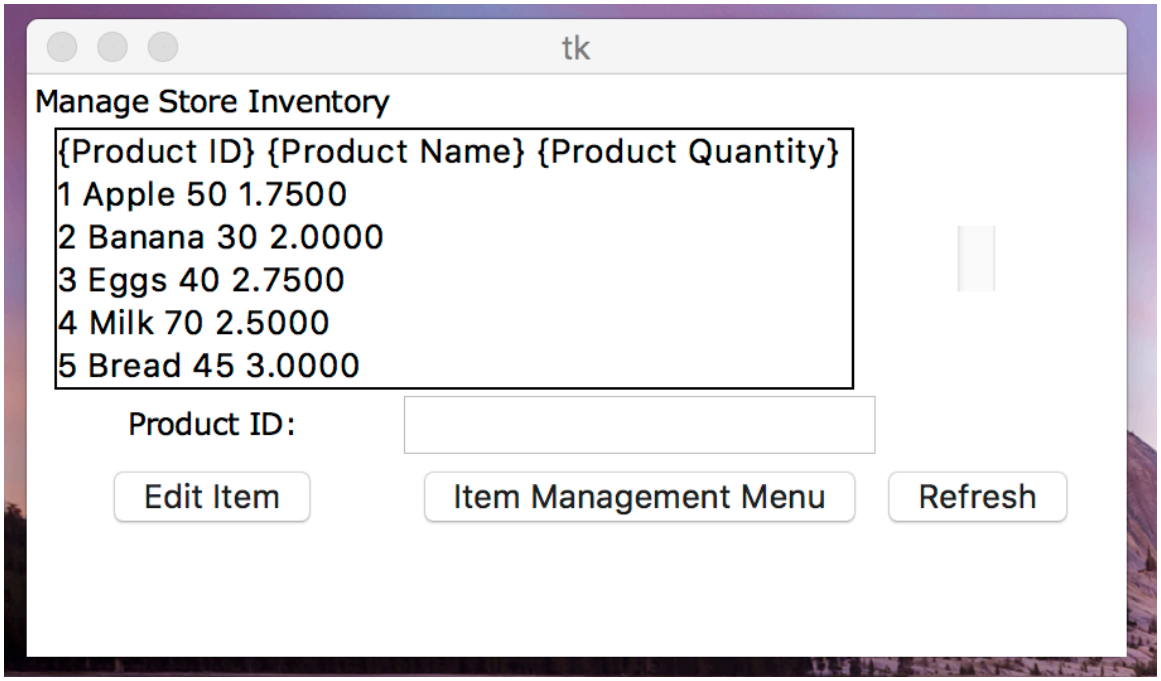
a. Main Menu



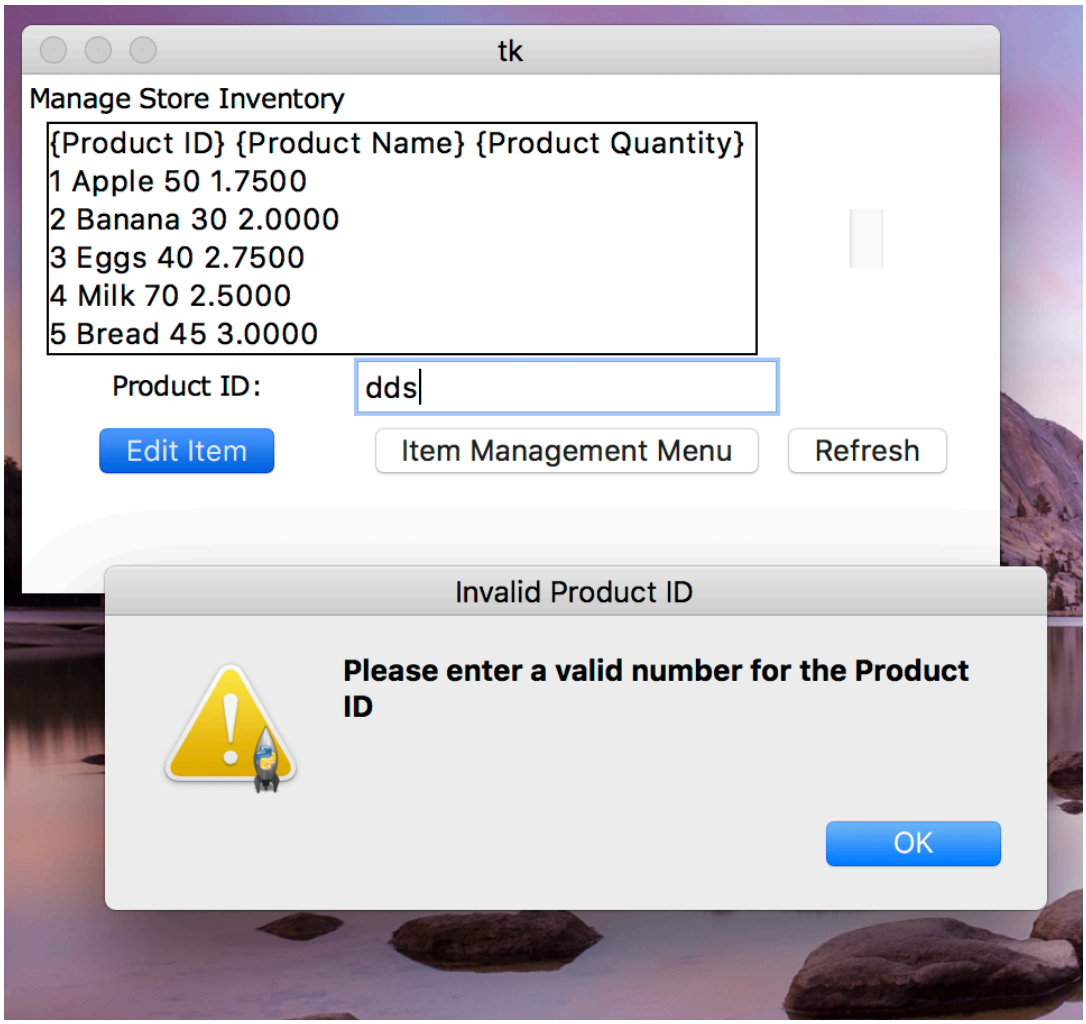
b. Inventory Management Menu



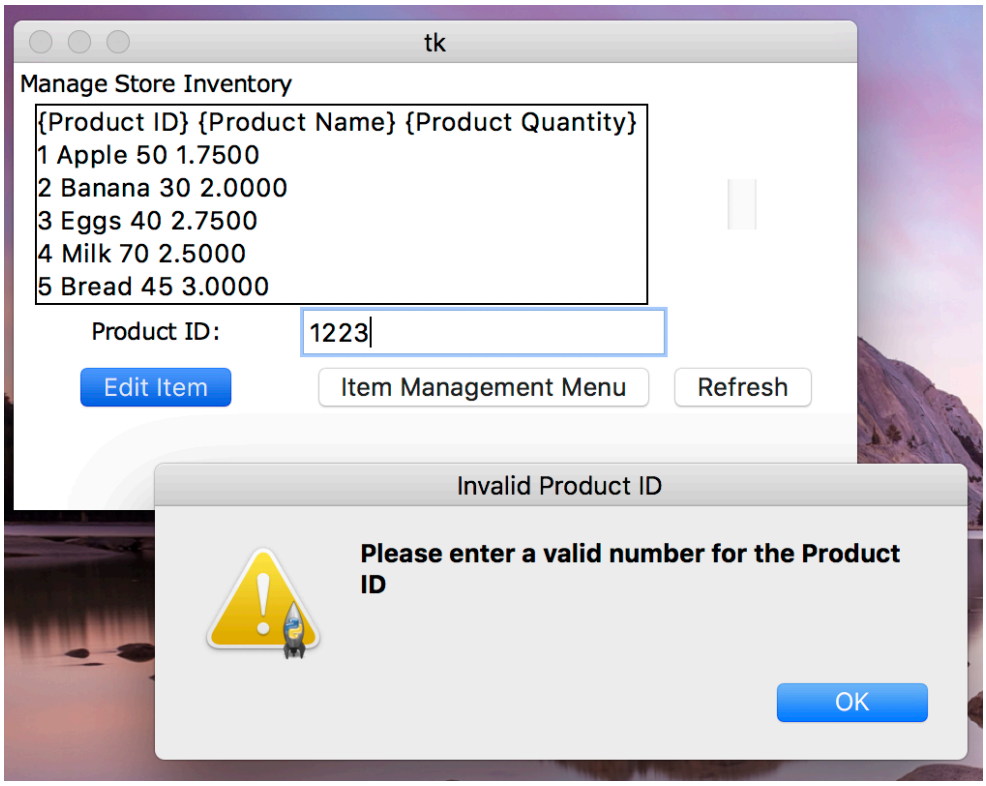
c. Manage Current Inventory



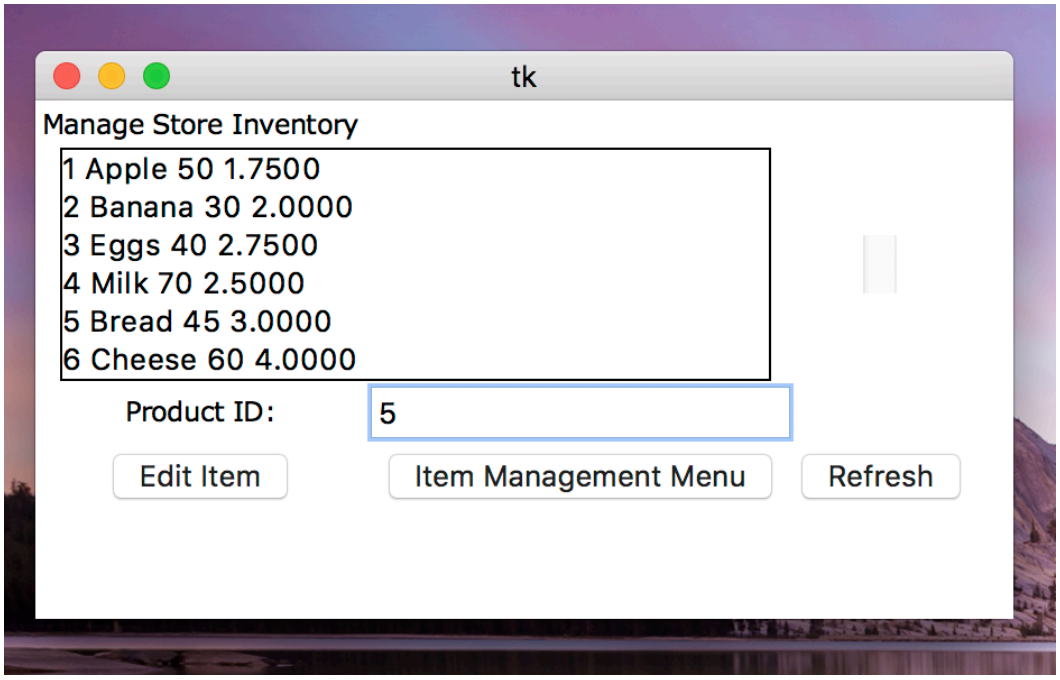
i. String Input for Product ID



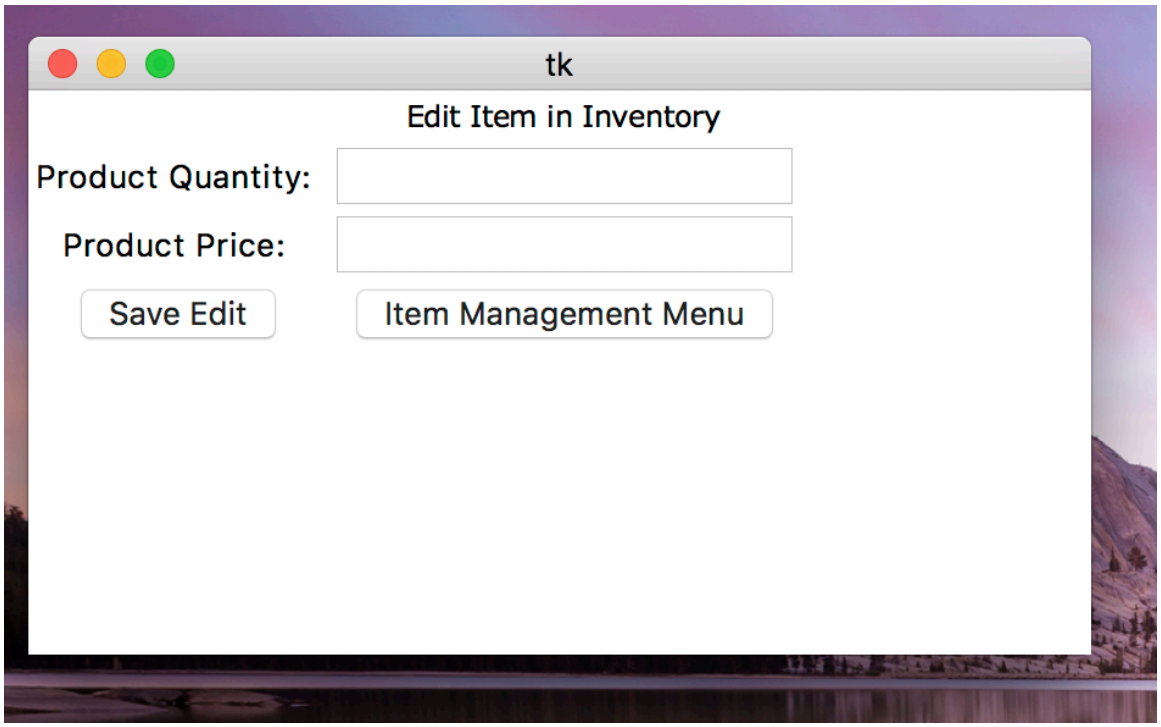
ii. Product does not exist in Inventory



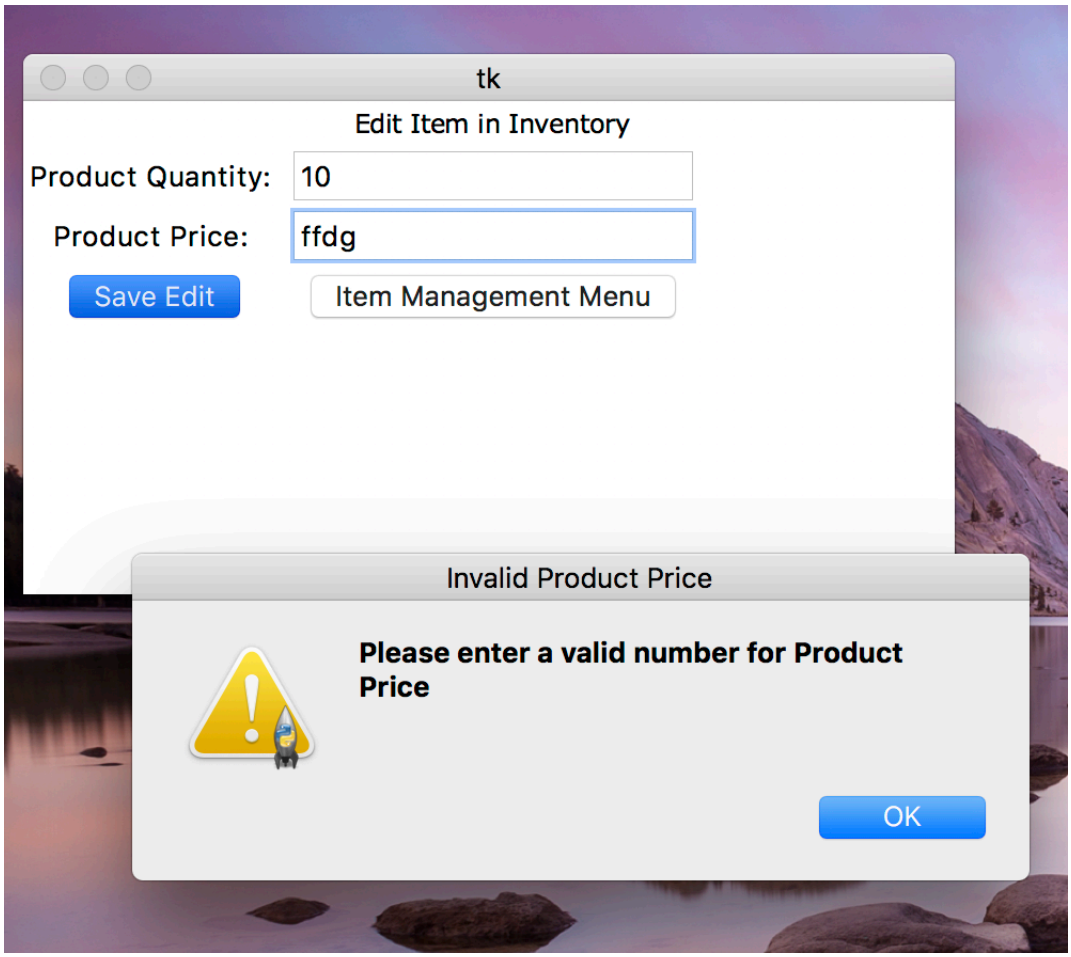
iii. Valid Input



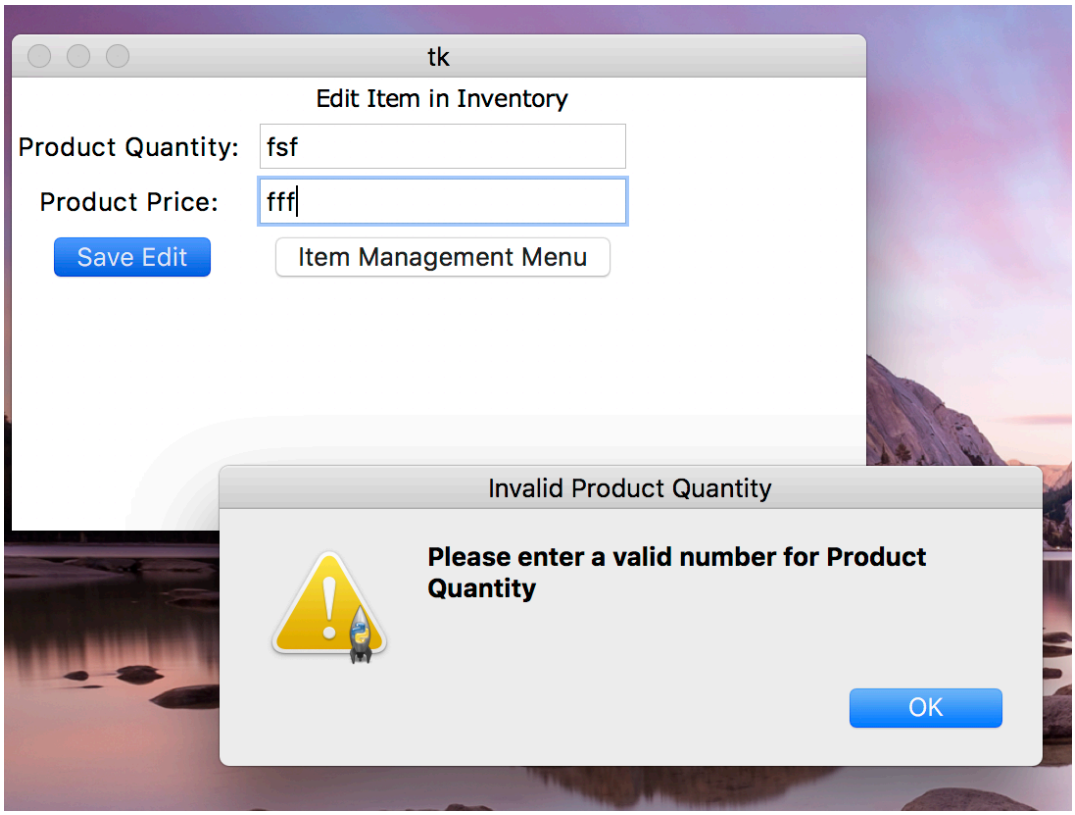
d. Edit Item is displayed



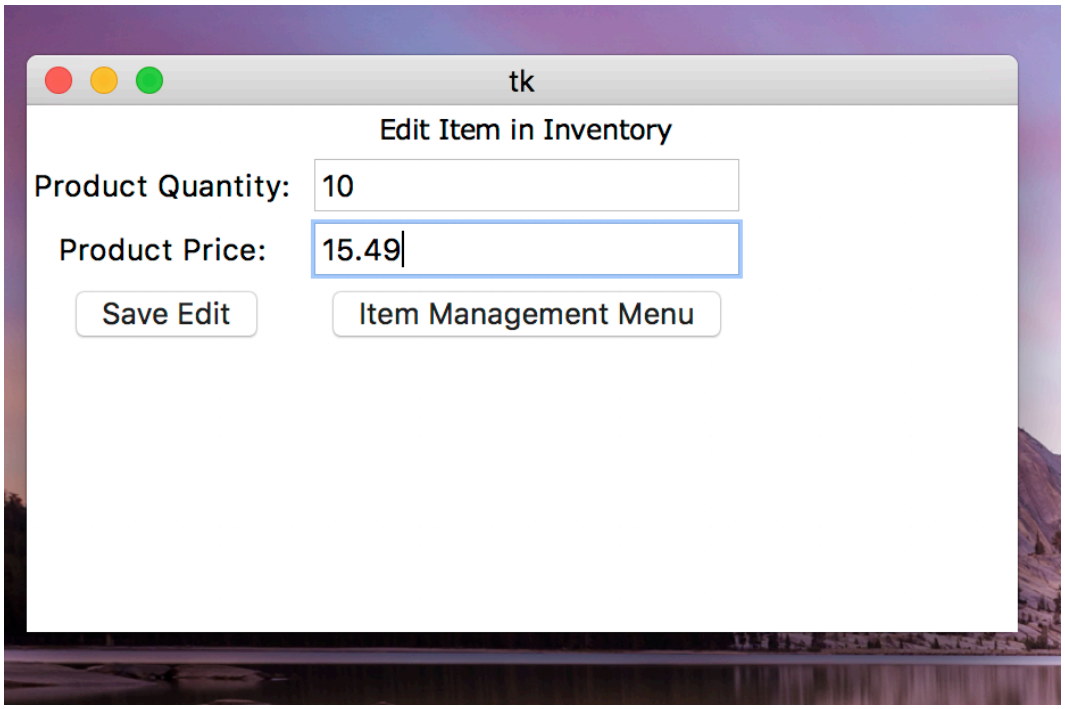
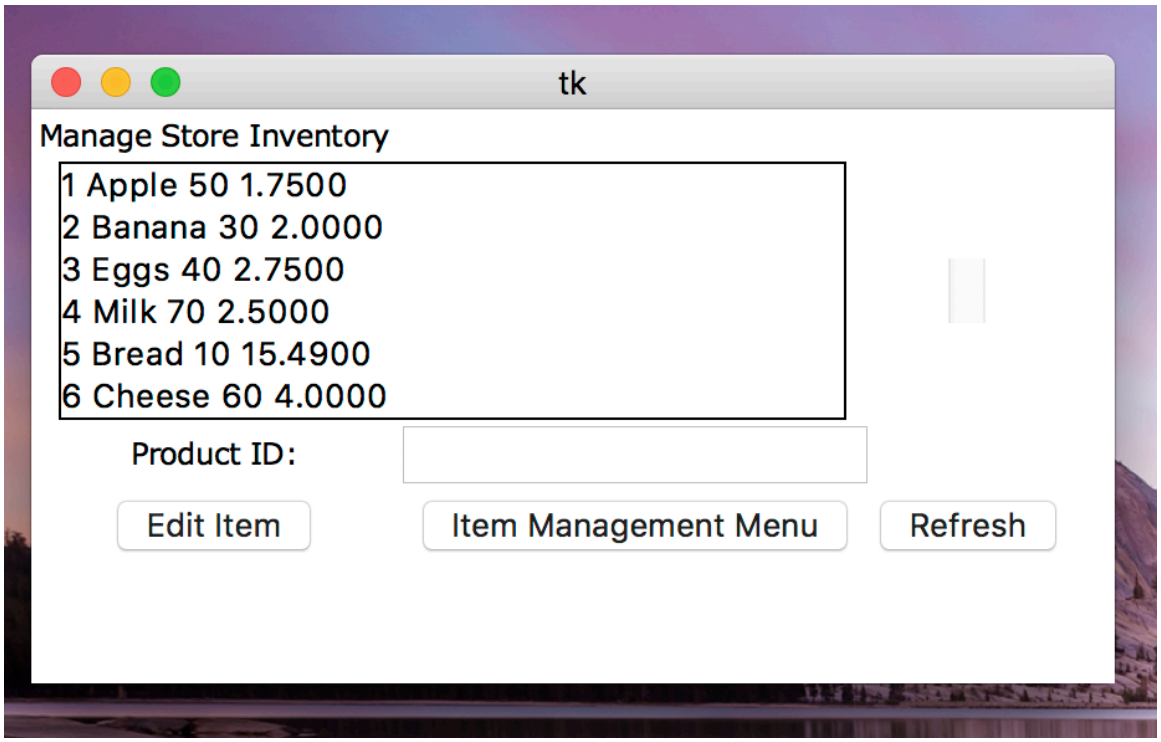
i. Invalid Product Price



ii. Invalid Product Quantity



iii. Valid Input



e. Item Updated in Store Inventory