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Detailed use cases (iteration 1) for warehouse system

**Assignment 1 PA1435 Objektorienterad design**

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# Description of system

This system is meant for handling warehouses and their contents, the warehouses are supposed to host trucks and goods. Users (Managers and truckers) are meant to use this system in a way that the managers can assign work for truckers. Both actors will be able to manipulate objects (warehouses, trucks and goods) to some extent.

# Detailed use cases (iteration 1)

The following detailed use cases are written on the following form:

Name, actors, description, preconditions (if any), main course of events and finally alternative flow of events (if any).

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| **Use Case**  Add Warehouse  **Actors**  Manager  **Description**  The system adds a warehouse with information provided by the user.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Add Warehouse |  | |  | 2. The system asks for information about the warehouse | | 3. The user inputs the information |  | |  | 4. The system adds the warehouse to the database | |

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| **Use Case**  Add Good  **Actors**  Manager  **Description**  The user enters necessary information for the goods, the system responds by adding the good to the currently selected warehouse.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Add Good |  | |  | 2. The system asks for information about the piece of goods | | 3. The user inputs the information |  | |  | 4. The system adds the piece of goods to the database | |

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| **Use Case**  Add Truck  **Actors**  Manager  **Description**  The user adds a truck, which the system adds to a list.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Add Truck |  | |  | 2. The system asks for information about the truck | | 3. The user inputs the information |  | |  | 4. The system adds the truck to the database | |

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| **Use Case**  Select Warehouse  **Actors**  Manager, trucker  **Description**  The user enters a warehouse ID, the system responds by displaying information about the warehouse and the system also saves the warehouse as the currently selected warehouse.  **Preconditions**  A warehouse must exist in the database.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Select Warehouse |  | |  | 2. The system asks for the warehouse ID | | 3. The user inputs the ID |  | |  | 4. The system displays information about the warehouse | |  | 5. The system saves the warehouse as the currently selected warehouse |   **Alternative Flow of Events**  3. The user inputs an invalid ID and the system displays an error message. |

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| **Use Case**  Select Good  **Actors**  Manager, trucker  **Description**  The user inputs a good ID, the system responds by displaying information about the good and saves the good as the current good.  **Preconditions**  A piece of goods must exist in the database.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Select Good |  | |  | 2. The system asks for the good ID | | 3. The user inputs the ID |  | |  | 4. The system displays information about the piece of goods | |  | 5. The system saves the piece of goods as the currently selected piece of goods |   **Alternative Flow of Events**  3. The user inputs an invalid ID and the system displays an error message. |

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| **Use Case**  Select Truck  **Actors**  Manager, trucker  **Description**  The user inputs a truck ID, the system responds by saving the truck as the currently selected truck.  **Preconditions**  A truck must exist in the database.   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Select Truck |  | |  | 2. The system asks for the truck ID | | 3. The user inputs the ID |  | |  | 4. The system displays information about the truck | |  | 5. The system saves the truck as the currently selected truck |   **Alternative Flow of Events**  3. The user inputs an invalid ID and the system displays an error message. |

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| **Use Case**  Remove Warehouse  **Actors**  Manager  **Description**  The system removes a warehouse selected by the user  **Preconditions**  A warehouse has been selected with the use case “Select Warehouse”  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Remove Warehouse |  | |  | 2. The system removes the warehouse from the list. | |

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| **Use Case**  Remove Good  **Actors**  Manager  **Description**  The user removes a selected good from the warehouse.  **Preconditions**  A good has been selected with the use case “Select Good”.  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Remove Good |  | |  | 2. The system removes the good from the warehouse | |

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| **Use Case**  Remove Truck  **Actors**  Manager  **Description**  The user selects a truck, which the system removes from a list.  **Preconditions**  A truck is selected through the use case “Select Truck”  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Remove Truck |  | |  | 2. The system removes the truck from the list | |

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| **Use Case**  Track Trucks  **Actors**  Manager, trucker  **Description**  The system displays a list of all trucks with necessary information about them.  **Preconditions**  A warehouse has been selected as described in the use case “Select Warehouse”  **Main Course of Events**   |  |  | | --- | --- | | **Actor** | **System** | | 1. The user presses Track Trucks. |  | |  | 2. Displays a list of all trucks and information about them. | |