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Use case overview 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.

# Use case diagram

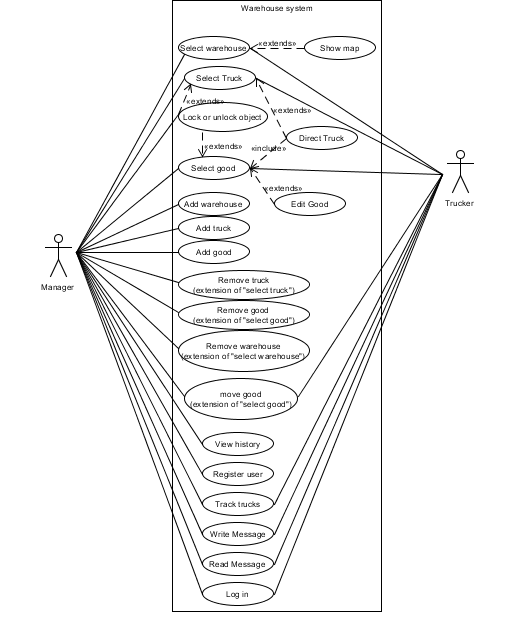


Figure , Use case diagram

# Description of actors

For this system we have identified two actors: Manager and Trucker. The manager actor is the user who will have most control over the system.

A manager will be able to add, remove and edit warehouses, goods, trucks. Manager will also be able to add users to the system, making sure that a manager is the only one who gives authority to anyone.

A trucker will be a user who works in the warehouses. They will be able to edit some goods, though not add or remove goods from the list.

# High-level Use cases

The following is a list of all our use cases for the assignment. They are written as follows:

A name that describes the use case. An ID for traceabiliy. All actors who will be in contact with the use case. Finally a description about what the use case is meant for. The description also states if a use case has a relation to another use case.

We have a total of 20 use cases:

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| Name: ”Show Map”  ID: UC1  Actor: Manager, Trucker  Description: The user selects an option from the menu, the system responds by displaying a 2-dimensional map of the currently selected warehouse (UC2). |

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| Name: ”Select Warehouse”  ID: UC2  Actor: 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. |

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| Name: ”Add Good”  ID: UC3  Actor(s): Manager  Description: The user enters necessary information for the goods, the system responds by adding the good to the currently selected warehouse. |

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| Name: ”Track Trucks”  ID: UC4  Actors(s): Manager, Trucker  Description: The system displays a list of all trucks with necessary information about them. |

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| Name: ”Select Truck”  ID: UC5  Actor(s): Manager, Trucker  Description: The user inputs a truck ID, the system responds by saving the truck as the currently selected truck. |

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| Name: ”Select Good”  ID: UC6  Actor(s): 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. |

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| Name: ”Direct Truck”  ID: UC7  Actor(s): Manager, trucker  Description: The user selects a truck (UC5) and a good (UC6), the system responds by saving the truck’s destination as the selected good. |

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| Name: ”Edit Good”  ID: UC8  Actor(s): Manager, Trucker  Description: The user selects a piece of goods (UC6), the system responds by asking the user for input about changes for the good’s necessary information. The user responds by inputting information about the good, the system saves changes for the piece of goods. |

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| Name: ”Lock or Unlock Object”  ID: UC9  Actor(s): Manager  Description: The user selects a truck (UC5) or a good (UC6). The system responds by displaying the current status of the object and asks the user if the object should change its status (as locked or unlocked). The user responds by input and the system saves the new status of the object accordingly. |

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| Name: ”Write Message”  ID: UC10  Actor(s): Manager, Trucker  Description: The user inputs text, the system responds by saving this message. |

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| Name: ”Read Messages”  ID: UC11  Actor(s): Manager, Trucker  Description: The system displays all saved messages in the order of when they were saved. |

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| Name: ”Remove Good”  ID: UC12  Actor(s): Manager, trucker  Description: The system removes the selected goods (UC6) from the warehouse/application. |

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| Name: ”Add Warehouse”  ID: UC13  Actor(s): Manager  Description: The system adds a warehouse with information provided by the user. |

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| Name: ”Edit Warehouse”  ID: UC14  Actor(s): Manager  Description: the system asks user to input new information about the warehouse, the system then saves this new information. |

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| Name: ”Remove Warehouse”  ID: UC15  Actor(s): Manager  Description: The system removes the selected warehouse (UC2). |

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| Name: ”View History”  ID: UC16  Actor(s): Manager  Description: The system displays all actions taken by other users earlier. |

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| Name: ”Add Truck”  ID: UC17  Actor(s): Manager  Description: The user adds a truck, which the system adds to a list. |

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| Name: “Log In”  ID: UC18  Actor(s): Manager, Trucker  Description: The user logs in to the system by entering a password and a username, the system responds by adding appropriate status and granting him/her the rights reserved to the users status. |

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| Name: “Register User”  ID: UC19  Actor(s): Manager  Description: The user inputs necessary information and adds a new user to the system, the system saves this information and hashes/secures the information about the users and/or their passwords. |

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| Name: “Move Good”  ID: UC20  Actor(s): Manager, Trucker  Description: The user moves a selected good (UC6) item on the map using the cursor keys. |

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| Name: ”Remove Truck”  ID: UC21  Actor(s): Manager  Description: The system removes the selected truck |