Actors:

**Manager:** Manage and stuff.

**Trucker:** Employee who moves stuff (with trucks).

Use cases:

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

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| Name: ”Move goods”  Actor(s): Manager  Description: The user selects a goods from the currently selected warehouse, the system responds by giving the user options for where it may be moved, the user selects where the goods is to be moved. |

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

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| Name: ”Select goods”  Actor(s): Manager, Trucker  Description: The user inputs a goods ID, the system responds by displaying information about the goods and saves the goods as the current goods |

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

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| Name: ”Edit goods”  Actor(s): Manager, Trucker  Description: The user selects a goods (”Select goods”), the system responds by asking the user for input about changes for the goods necessary information. The user responds by inputing information about the goods, the system saves changes for the goods. |

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| Name: ”Lock or unlock object”  Actor(s): Manager  Description: The user selects a truck (”Select truck”) or a goods (”Select goods”). 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”  Actor(s): Manager, Trucker  Description: The user inputs text, the system responds by saving this message. |

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