Numismatic Application

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
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Use-Case Model

# Use-Cases Identification

Use case: Create Account

Level: the most important part to be able to use the application 1

Primary actor: basic user

Main success scenario: run application ->the start window appears->select a username which wasn’t used before (e-mail)-> select a password->have an accounte following format:

Extensions: the username one selected is already in use.

Use case: Delete someone’s account

Level: admin’s power 1

Primary actor: admin

Main success scenario: : run application ->the start window appears->Log in->select the account and delete it along with all the entries he made to the database.

Use case: Add coin

Level: the operation the user will repeat for every coin 2

Primary actor: basic user

Main success scenario: run application ->the start window appears->Log in->insert coin data -> send to database->get message (error or success).e following format:

e following format:

# UML Use-Case Diagrams

