**Use Cases**

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13. Log In to the Application

|  |  |
| --- | --- |
| Name | Log in to the application |
| ID | UC\_001 |
| Description | When the user opens up the application, it shows a login screen where the user would enter an ID and password to log on to their account. |
| Benefit | It protects the user’s information and saves any previous modifications the user made on his or her account. |
| Actors | Foodex user |
| Trigger | The customer would open the application. |
| Preconditions (If Any) | User is looking at the login screen |
| Postconditions (If Any) | The user is able to access their account. |
| Frequency of Use | Every time the user opens the application, the application will open to the login screen first. |
| Main Course | 1. User starts application.  2. Log in screen appears and user enters ID and password.  3. Determines if the ID and password are correct.  4. Application opens up the user's account. |
| Alternative Course (If Any) | AC1 — User is already logged in.  1. Go to Main Course step 4  AC2 — User does not have an account.  1. User creates an account.  2. System confirms account creation  3. Go to Main Course step 2 |
| Exceptions (If Any) | EX 1 — User enters an incorrect ID or password  1. System prompts user to re-enter ID and password.  2. Go to Main Course step 3 |

1. Log Out of the Application

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| --- | --- |
| Name | Log out of application |
| ID | UC\_002 |
| Description | Allows the user to logout of his or her account. |
| Benefit | Makes sure that if someone other than the user has the user’s phone, that other person will not be able to access the user’s Foodex account. |
| Actors | Foodex user |
| Trigger | The user would be able to click on a log off or sign out button. |
| Preconditions (If Any) | The user is looking at his or her account. |
| Postconditions (If Any) | The user is looking at the login screen. |
| Frequency of Use | Depends on the user and if he or she wants to protect their account. |
| Main Course | 1. User is looking through their account.  2. User selects on the option to log off their account.  3. The application returns to the login screen. |
| Alternative Course (If Any) | None |
| Exceptions (If Any) | None |

1. Scan a Receipt

|  |  |
| --- | --- |
| Name | Scan a receipt |
| ID | UC\_003 |
| Description | Allows the user to quickly registers grocery using a smartphone’s camera |
| Benefit | Creating a convenient way to use the Foodex application as well as establishing a unique feature to compete in the market. |
| Actors | Foodex user |
| Trigger | The user would select inputting method after logged onto the application. |
| Preconditions (If Any) | The user is looking at his or her account and has a grocery receipt ready. |
| Postconditions (If Any) | The user is looking at the confirmation screen. |
| Frequency of Use | Depends on the user’s grocery shopping frequency and whether they utilize the camera feature |
| Main Course | 1. User starts the application  2. User logs onto Foodex.  3. The user selects camera scan.  4. Scan the receipt for processing. |
| Alternative Course (If Any) | User doesn’t want to use the camera scanning feature   1. The user can select input by traditional keyboard. |
| Exceptions (If Any) | When there is no receipt, the user has to manually enter the food items. |

1. Search for a Food Item

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| --- | --- |
| Name | Search for a Food Item |
| ID | UC\_04 |
| Description | User wants to search for a food item within the application. |
| Benefit | Allows the user to see the nutritional value and expiration date of the food item. |
| Actors | Foodex user |
| Trigger | The user enters a food item in the search bar. |
| Preconditions (If Any) | User clicks on the search bar. |
| Postconditions (If Any) | User is presented with the nutritional value and expiration date of the food item. |
| Frequency of Use | Will be used whenever the user needs to search for a food item. |
| Main Course | 1. User starts application.  2. Log in  3. Go to the search bar  4. Key in a food item |
| Alternative Course (If Any) | Application is already started   1. Go to Step 2   User is already logged in   1. Go to Step 3 |
| Exceptions (If Any) | User decides to no longer search the food item   1. Clear the display |

1. Search for a Recipe Explicitly

|  |  |
| --- | --- |
| Name | Search for a Recipe Explicitly |
| ID | UC\_05 |
| Description | User wants to search for a specific recipe within the application. |
| Benefit | Allows the user to find a recipe they already have in mind. |
| Actors | Foodex user |
| Trigger | The user enters a recipe in the search bar. |
| Preconditions (If Any) | User clicks on the search bar. |
| Postconditions (If Any) | User is presented with the nutritional value, available expiration date, list of food items, and procedure of the recipe. |
| Frequency of Use | Will be used whenever the user needs to search for a specific recipe. |
| Main Course | 1. User starts application.  2. Log in  3. Go to the search bar  4. Key in a specific recipe. |
| Alternative Course (If Any) | Application is already started   1. Go to Step 2   User is already logged in   1. Go to Step 3 |
| Exceptions (If Any) | User decides to no longer search the recipe   1. Clear the display   No available recipe is found   1. Clear the display 2. Suggest a different recipe   2a. Suggest the user to enter a different  recipe |

1. Search for a Recipe Using Food Items

|  |  |
| --- | --- |
| Name | Search for a Recipe Using Food Items |
| ID | UC\_06 |
| Description | User wants to search for a recipe by entering a list of food items within the application. |
| Benefit | Allows the user to find a recipe that is comprised from a list of food items. |
| Actors | Foodex user |
| Trigger | The use has a list of food items for the database to suggest a list of recipes with the respected food items. |
| Preconditions (If Any) | User has a list of food items and prompts the search function. |
| Postconditions (If Any) | User is presented with the nutritional value, available expiration date, list of food items, and procedure of the recipe. |
| Frequency of Use | Will be used whenever the user needs to search for a recipe by using a list of food items. |
| Main Course | 1. User starts application.  2. Log in  3. Go to the search bar  4. Key in a list of food items.  5. Search the database for a recipe. |
| Alternative Course (If Any) | Application is already started   1. Go to Step 2   User is already logged in   1. Go to Step 3   User already has a list of food items   1. Go to Step 5 |
| Exceptions (If Any) | User decides to no longer search the recipe   1. Clear the display   No available recipe is found   1. Clear the display 2. Suggest a different recipe   2a. Suggest the user to enter a different  recipe  No list of food items is present   1. Prompt the user to enter a list of food items |

1. Save a Food Item

|  |  |
| --- | --- |
| Name | Save a food item |
| ID | UC\_007 |
| Description | Allows the user to save a food item . |
| Benefit | Allows the user to store a food item for future searching use. |
| Actors | Foodex user |
| Trigger | The user has a particular food item ready to be saved. |
| Preconditions (If Any) | The user has entered a food item. |
| Postconditions (If Any) | The food item is saved for the user. |
| Frequency of Use | Depends how often the user uses a particular food item that they would want to save it. |
| Main Course | 1. User starts application 2. User login 3. User searches for a food item 4. User saves the food item |
| Alternative Course (If Any) | User enters an invalid food item   1. Go to Step 3   User already saved the food item   1. Go to Step 3 |
| Exceptions (If Any) | None |

1. Save a Recipe

|  |  |
| --- | --- |
| Name | Save a recipe |
| ID | UC\_008 |
| Description | Allows the user to clipped the recipe and save it into a customized list. |
| Benefit | Helping user to create an easy to retrieve recipe catalog of their own organization and taste in order to repeat the recipe |
| Actors | Foodex user |
| Trigger | The user is reading through a recipe and select “add to list…” option. |
| Preconditions (If Any) | The user has some of the available ingredient for a certain recipe. |
| Postconditions (If Any) | The user stays on the recipe but knowing that it has been added to their desired list. |
| Frequency of Use | User can view and save as many recipes as they want as long as they have 50% of the required ingredient in their food list. |
| Main Course | 1. User starts application. 2. User logins. 3. User searches for a recipe. 4. User saves recipe. |
| Alternative Course (If Any) | Recipe is already saved.   1. Go to Step 3. |
| Exceptions (If Any) | None |

1. Add a Food Item

|  |  |
| --- | --- |
| Name | Add a Food Item |
| ID | UC\_09 |
| Description | User adds a new food to the list of thing they want to search |
| Benefit | Helps narrow down number of recipes. |
| Actors | Foodex User |
| Trigger | Button |
| Preconditions (If Any) | User clicks a button to add more food |
| Postconditions (If Any) | User types item in an input bar. |
| Frequency of Use | Whenever the user wants to narrow their search |
| Main Course | 1. User starts application.  2. User logins.  3. User searches for a food item.  3. User confirms food item to add to the list. |
| Alternative Course (If Any) | Food item is already added to list   1. Go to Step 3   Search food item is unavailable   1. Go to Step 3 |
| Exceptions (If Any) | None |

1. Remove a Food Item

|  |  |
| --- | --- |
| Name | Remove food item |
| ID | UC\_10 |
| Description | Removes a food from the list of things a user wants to search |
| Benefit | User changes his or her mind on including a food item. |
| Actors | Foodex User |
| Trigger | Button that brings up a list of items and user just hits an “X” symbol next to food item to delete said item |
| Preconditions (If Any) | User has a list of food items and wants to remove one or more. |
| Postconditions (If Any) | User presented with the list with particular food item removed. |
| Frequency of Use | Depends on how much the user wants to remove a food item from the list. |
| Main Course | 1. User starts application 2. User logins 3. User searches for a food item 4. User adds food item to list 5. User selects and remove food item |
| Alternative Course (If Any) | List of food items is empty   1. Go to Step 3 |
| Exceptions (If Any) | None |

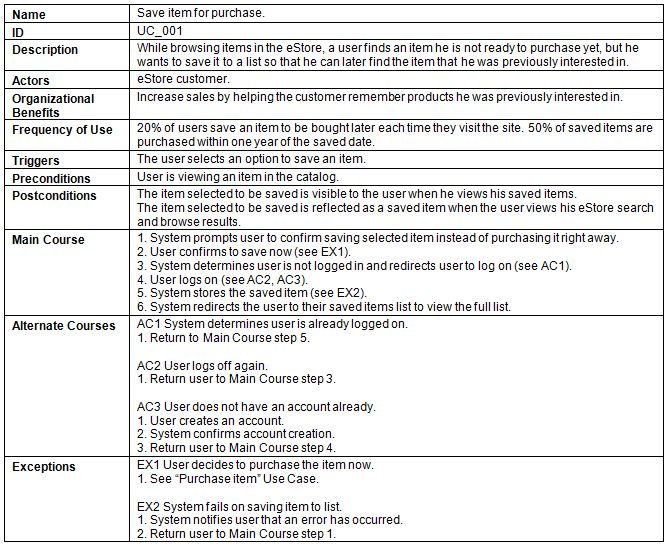
1. Push Notifications to User

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| --- | --- |
| Name | Push Notifications |
| ID | UC\_11 |
| Description | Program Sends a push notification to the user |
| Benefit | Lets users know of any new updates for the application |
| Actors | Foodex User |
| Trigger | When users are running low on items |
| Preconditions (If Any) | Users have to have push notifications enabled |
| Postconditions (If Any) | Notification pops up |
| Frequency of Use | When the user runs out of food or the application is not frequently in use |
| Main Course | 1. User has not used the Foodex application for an extended period of time 2. User will be notified |
| Alternative Course (If Any) | User’s food items are going to expire soon   1. Go to step 2 |
| Exceptions (If Any) | Notifications is not enabled |

1. Share on Social Media

|  |  |
| --- | --- |
| Name | Share on Social Media |
| ID | UC\_012 |
| Description | If a user wants to share something over social media, such as a personal recipe or pictures of food they made, there will be an option which allows the user to share over social media. |
| Benefit | It allows users to communicate with each other and share ideas without having to personally know each other. |
| Actors | Foodex users |
| Trigger | A button that allows the user to share over social media. |
| Preconditions (If Any) | The user would be taking a picture of something using the application. |
| Postconditions (If Any) | The post would be uploaded on the social media site that the user chose to share it on. |
| Frequency of Use | Depending on the user, whether or not they want to share pictures over social media. |
| Main Course | 1. The user would take a picture of something using the application.  2. The application would give the user the option to share the picture over multiple social media sites.  3. If the user selects one, the application will connect to the social media site and allow the user to post the picture on that site. |
| Alternative Course (If Any) | AC1 If the user has not connected the application to a social media site.  1. When the user selects a social media site to share on, request the user to sign into their account on social media, so it can be connected to the application.  2. Go to Main Course step 3. |
| Exceptions (If Any) | EX1 If the user does not want to post on social media after they click the button.  1. Allow the user to exit the social media site and return to the application. |

Example



Template

|  |  |
| --- | --- |
| Name |  |
| ID |  |
| Description |  |
| Benefit |  |
| Actors |  |
| Trigger |  |
| Preconditions (If Any) |  |
| Postconditions (If Any) |  |
| Frequency of Use |  |
| Main Course |  |
| Alternative Course (If Any) |  |
| Exceptions (If Any) |  |