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| Icon  Description automatically generated  **URS Media Bazaar App** |
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| **S02CB06-G4**   * **Çelik, Servet can S.C.** * **Hadnagy, Robert R.** * **Rodriguez Rosero, Melissa M.** * **Welles, Lloyd L. (Team Lead)** |

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# URS Diagram

Diagram

Description automatically generated

# User Cases

## UC\_01: Login

**Actor:** Employee (Floor, Depot, Manager, HR)

**Trigger:** Employee opens the application

**Pre-condition:** Employee must have an account.

### Main success scenario:

This use case starts when an employee wishes to log into the application.

1.1 System requests account information.

1.2 Employee enters username and password.

1.3 The system validates the username and password.

1.4 The system sends the Employee to the main screen.

### Extensions:

1.3a If the actor enters an incorrect username or password, the system displays an error message. The Employee can choose to enter another username and/or password (return to point 1.1), or cancel the login, at which point the use case ends.

## UC\_02: User wants to change password

**Actor:** Employee (Floor, Depot, Manager, Administration)

**Trigger:** Button: “Change password” is triggered.

**Pre-condition:** Employee must be logged in as Floor, Depot, Manager or Admin.

### Main success scenario:

* 1. The systems requires that the actor enters a new password in 2 fields, and their old password in another.
  2. The system validates the current password.
  3. The system validates that the passwords are the same.
  4. The system informs the user that their password has been changed.

### Extensions:

1.2a The system informs the user the password does not match the current. The user gets sent back to 1.1

1.3a The system informs the user that the new passwords do not match. The user gets sent back

to 1.1

## UC\_03: Save schedule

**Actor:** Employee (Manager)

**Trigger:** Button “Save schedule” is triggered

**Pre-condition:** Must be logged in with Manager account

### Main success scenario:

* 1. The system saves the current schedule
  2. The system updates all employees’ schedules.

### Extensions:

## UC\_04: Remove shifts from schedule

**Actor:** Employee (Manager)

**Trigger:** Button “remove” is triggered

**Pre-condition:** A shift must be selected

### Main success scenario:

* 1. The shift is removed, and the schedule is updated.

### Extensions:

## UC\_05: Edit shift

**Actor:** Employee (Manager)

**Trigger:** Button “confirm” is triggered

**Pre-condition:** A shift must be selected, and employee must be selected.

### Main success scenario:

1 The system assigns the employee that shift.

2 The display is updated

### Extensions:

1a The employee is assigned a third shift in a row. In this case the system asks for confirmation. If the user confirms the shift is assigned (return to 1), else the shift is not assigned (End of Use Case).

1b Assigning the shift would exceed the employee’s contract working hours. In this case the system asks for confirmation. If the user confirms the shift is assigned (return to 1), else the shift is not assigned (End of Use Case).

## UC\_06: Copy and paste a week

**Actor:** Employee (Manager)

**Trigger:** Button “paste” is triggered

**Pre-condition:** Button copy must have been pressed.

### Main success scenario:

1 The system edits the current list so that the data of this one and the one you copied match.

### Extensions:

## UC\_07: Generate schedule

**Actor:** Employee (Manager)

**Trigger:** Button “Generate Schedule” is triggered

**Pre-condition:** A schedule must be loaded

### Main success scenario:

* 1. The system fills the schedule for what it can (without assigning 3 shifts in a row, or exceeding work hours).

### Extensions:

## UC\_08: Re-Shelfing request

**Actor:** Employee (Floor, Manager)

**Trigger:** Button “Re-shelfing” is triggered

**Pre-condition:** Must be logged in with Manager or Floor employee account

### Main success scenario:

* 1. Employee selects the relevant floor.
  2. Employee selects the product to be re-shelved
  3. Employee confirms the request.
  4. The system sends re-shelfing request to depot employees.

### Extensions:

1.1a Floor field is left empty. The system shows an “missing field” message.

1.2a Product field is left empty. The system shows an “missing field” message.

## UC\_09: Getting Re-Shelfing request

**Actor:** Employee(depot)

**Trigger:** Icon “Re-shelfing notification” is triggered

**Pre-condition:** Must be logged in with depot employee account

### Main success scenario:

* 1. Employee clicks check-box of relevant request.
  2. Employee confirms selected request(s).
  3. Requests are archived with a "completed" note.

### Extensions:

1.2a None of the requests are selected. The system shows an “missing field” message.

## UC\_10: Create Product

**Actor:** Employee (Admin)

**Trigger:** Icon “Create” is triggered

**Pre-condition:** Must be logged in with admin account.

### Main success scenario:

* 1. Employee opens the app
  2. Employee clicks the Product Tab
  3. Employee clicks “Add New Product” button
  4. New form appears
  5. Employee should fill all required fields.
  6. Employee clicks “Add” button .
  7. The system save the changes.

### Extensions:

1.2a Field is left empty. The system shows an “missing field” message.

## UC\_11: Edit Product

**Actor:** Employee (Admin)

**Trigger:** Icon “Edit” is triggered

**Pre-condition:** Must be logged in with admin account.

### Main success scenario:

* 1. Employee opens the app
  2. Employee clicks the Product Tab
  3. Employee selects a product
  4. Employee clicks “Edit” button
  5. New form appears
  6. Employee should fill all required fields.
  7. Employee clicks “Add” button .
  8. The system save the changes.

### Extensions:

1.1a A product is not selected. The system shows an “missing field” message

1.2a Field is left empty. The system shows an “missing field” message.

## UC\_12: Delete Product

**Actor:** Employee (Admin)

**Trigger:** Icon “Delete” is triggered

**Pre-condition:** Must be logged in with admin account.

### Main success scenario:

* 1. Employee opens the app
  2. Employee clicks the Product Tab
  3. Employee selects a product
  4. Employee clicks “Remove” button
  5. The system save the changes.

### Extensions:

1.2 A product is not selected. The system shows an “missing field” message

## UC\_13: Increase-Decrease Stock

**Actor:** Employee (Depot Worker)

**Trigger:** Icon “+” or “ - ” is triggered

**Pre-condition:** Must be logged in with Depot Worker account

### Main success scenario:

* 1. Employee opens the app
  2. Employee clicks the Product Tab

1.3 Employee selects a product

1.4 Depot worker fill the text box of “Amount”

1.5 Depot worker click “+” or “ - ” button.

1.6 System saves the change.

### Extensions:

1.1a A product is not selected. The system shows an “missing field” message

1.2a Field is left empty. The system shows an “missing field” message.

## UC\_14: Add new employee

**Actor:** Employee (HR)

**Trigger:** Button “add” is triggered

**Pre-condition:** Employee must use an HR account.

### Main success scenario:

* 1. The system requests that the Actor fills in the fields with new employee details.
  2. The Actor enters new employee details.
  3. The system validates the information.
  4. The new employee information is added and displayed in the employees’ list.

Extensions:

1.1a The Actor can cancel the process at any given time, at which point the use case ends.

1.2a Mandatory fields are left empty. The system shows an “missing field” message. Actor can decide to either return to the “employee details” form or the Actor can cancel the employee information modification, at which point the use case ends.

1.2b Contract length surpasses the max 2 years or 3 times renovation limit. The system shows an “contract length issue” message. Actor can decide to either return to the “employee details” form or the Actor can cancel the employee adding process, at which point the use case ends.

## UC\_15: Remove Employee from system

**Actor:** Employee (HR)

**Trigger:** Button “remove” is triggered

**Pre-condition:** An employee must be selected, or employee number must be typed in search bar and Employee must use an HR account.

### Main success scenario:

* 1. The system displays a message asking for a confirmation.
  2. Actor confirms the deletion.
  3. The employee is removed, and the employee list is updated.

### Extensions:

1.2a Actor cancels and gets returned to the employee management page, at which point the use case ends.

## UC\_16: Edit details of existing employee

**Actor:** Employee (HR)

**Trigger:** Button “Edit” is triggered

**Pre-condition:** An employee must be selected, and Employee must use an HR account.

### Main success scenario:

* 1. System displays selected employee information.
  2. Actor modifies desired information.
  3. Actor confirms employee information modification.
  4. The system validates the information.

1.5 The employee information is updated and displayed in the employees’ list.

### Extensions:

1.1a The Actor can cancel the process at any given time, at which point the use case ends.

1.2a Mandatory fields are left empty. The system shows an “missing field” message. Actor can decide to either return to the “employee details” form or the Actor can cancel the employee information modification, at which point the use case ends.

1.2b Contract length surpasses the max 2 years or 3 times renovation limit. The system shows an “contract length issue” message. Actor can decide to either return to the “employee details” form or the Actor can cancel the employee adding process, at which point the use case ends.

## UC\_17: See employee info

**Actor:** Employee (Manager and HR)

**Trigger:** Button “see info” is triggered

**Pre-condition:** An employee must be selected, and Employee must use an HR or Manager account.

### Main success scenario:

1.1 System displays selected employee information.

### Extensions:

1.1a The Actor can cancel the process at any given time, at which point the use case ends.

## UC\_18: See employee contract History

**Actor:** Employee (Manager and HR)

**Trigger:** Buttons “see info” and then “Contract history” buttons are triggered

**Pre-condition:** An employee must be selected, and Employee must use an HR or Manager account.

### Main success scenario:

1.1 System displays selected employee contract history information.

### Extensions:

1.1a The Actor can cancel the process at any given time, at which point the use case ends.

## UC\_19: Search for employee on table

**Actor:** Employee (Manager and HR)

**Pre-condition:** An employee must use an HR or Manager account.

### Main success scenario:

* 1. Actor types the desired employee name and last name on the search bar
  2. System displays the matching employee info in the employee table

## UC\_20: View employee preferences

**Actor:** Employee (Manager)

**Trigger:** The “preferences” button is clicked

**Pre-condition:** An employee must be selected in the combobox.

### Main success scenario:

1 A message box pops up displaying info about this employee’s preferences

## UC\_21: Login into webapp

**Actor:** Employee (Floor, Depot, Manager, HR)

**Trigger:** Employee opens the application

**Pre-condition:** Employee must have an account.

### Main success scenario:

This use case starts when an employee wishes to log into the application.

1.1 System requests account information.

1.2 Employee enters username and password.

1.3 The system validates the username and password.

1.4 The system sends the Employee to the main screen.

### Extensions:

1.3a If the actor enters an incorrect username or password, the system displays an error message. The Employee can choose to enter another username and/or password (return to point 1.1), or cancel the login, at which point the use case ends.

## UC\_22: User wants to select preferences

**Actor:** Employee (Floor, Depot, Manager, HR)

**Trigger:** The “preferences” tab button is clicked

**Pre-condition:** User must be logged in.

### Main success scenario:

* 1. User selects the preferred shifts to work
  2. User clicks the “submit” button