Use Cases

Use Case 1: Login

Actors:

Primary Clerk/Manager

Preconditions:

• No preconditions apply

Postconditions:

• User is now logged in to system

Success scenario:

- 1. Clerk enters log in credentials
- 2. Client sends credentials to the server to be verified
- 3. Server returns log in resolution and user details back to client
- 4. Client displays user information and unlocks GUI for use

Exception Scenario (3a):

- 1. Server returns user input error back to client
- 2. Client displays error to user
- 3. Client reopens the log in panel for user

Use Case 2: Log out

Actors:

Primary Clerk/Manager

Preconditions:

• User is logged in to system

Postconditions:

• User is no longer logged in to system

- 1. User clicks the log out button
- 2. Client logs user out
- 3. Client displays the login page to the user

Use Case 3: Customer Price Update

Actors:

PrimaryClerk/Manager

Preconditions:

• User is logged into system

Postconditions:

No Postconditions

Success scenario:

- 1. User selects the customer price update button from the system button tray
- 2. Client displays customer price update fields to user
- 3. User inputs relevant data for the update
- 4. User submits the data
- 5. Client validates the data being sent
- 6. Client send the event data to the server to process
- 7. Server processes event
- 8. Server return a confirmation to the client
- 9. Client displays confirmation event to the user
- 10. Server logs the event in the database

Exception Scenario (5a):

- 1. Client finds data to be invalid
- 2. Client notifies the user of the areas where invalid entries are and prompts re-entry

Use Case 4: Transport Cost Update

Actors:

Primary Clerk/Manager

Preconditions:

• User is logged into the system

Postconditions:

No Postconditions

Success scenario:

- 1. User selects the transport cost update button from the button tray
- 2. Client displays transport cost update fields to user
- 3. User inputs relevant transport cost update data
- 4. User submits form
- 5. Client validates the form inputs
- 6. Client sends the event to the server
- 7. Server processes the event and updates route map
- 8. Server returns confirmation to the client
- 9. Client displays confirmation event to user
- 10. Server logs the event in database

Exception Scenario (5a):

- 1. Client finds data to be invalid
- 2. Client notifies the user of the areas where invalid entries are and prompts re-entry

Use Case 5: Mail Delivery Request

Actors:

PrimaryClerk/Manager

Preconditions:

• User is logged into the system

Postconditions:

No Postconditions

Success scenario:

- 1. User selects the mail delivery button from the button tray
- 2. Client displays mail delivery fields to user
- 3. User inputs relevant mail delivery data
- 4. User submits form
- 5. Client validates the form inputs
- 6. Client sends the event to the server
- 7. Server calculates cheapest and fastest routes for the delivery
- 8. Server sends possible cheapest and fastest routes back to client
- 9. Client asks user to select route to take
- 10. User selects route
- 11. Client sends route to server
- 12. Server returns confirmation message back to the client
- 13. Client displays confirmation back to user

Exception Scenario (5a):

- 1. Client finds data to be invalid
- 2. Client notifies the user of the areas where invalid entries are and prompts re-entry

Exception Scenario (7a):

- 1. Server finds no possible routes for the delivery
- 2. Server returns error to the client
- 3. Client displays route error to user and prompts re-entry

Use Case 6: Transport Route Discontinuation

Actors:

PrimaryClerk/Manager

Preconditions:

• User is logged into the system

Postconditions:

No Postconditions

Success scenario:

- 1. User selects the transport discontinuation button from the button tray
- 2. Clients displays transport discontinuation fields to user
- 3. User inputs relevant transport discontinuation data
- 4. User submits data
- 5. Client validates form inputs
- 6. Client sends event to the server
- 7. Server processes the event and updates the route map
- 8. Server sends confirmation message back to client
- 9. Client displays confirmation message to user

Exception Scenario (5a):

- 1. Client finds data to be invalid inputs
- 2. Client notifies the user of the invalid areas input and prompts re-entry

Use Case 7: View Accounting Figures

Actors:

Primary Clerk/Manager

Preconditions:

• User is logged into the system

Postconditions:

• No Postconditions

- 1. User selects the accounting figures button from the button tray
- $2. \quad \hbox{Client requests accounting figures from the server} \\$
- 3. Server calculates accounting figures from events
- 4. Server send accounting figures back to client
- 5. Client displays business figures to user

Use Case 8: View Mail Statistics

Actors:

Primary Clerk/Manager

Preconditions:

• User is logged into the system

Postconditions:

• No Postconditions

- 1. User selects the mail statistics button from the button tray
- 2. Client displayds mail statistics inputs to the user
- 3. User inputs relevant mail statistics options
- 4. User selects query button
- 5. Client sends form data to the server
- 6. Server calculates mail statistics
- 7. Server sends statistics back to client
- 8. Client displays statistics to the user

Use Case 9: View Event Logs

Actors:

Primary Manager

Preconditions:

• Manager is logged into the system

Postconditions:

• No Postconditions

- 1. Manager selects event navigation button from the button tray
- 2. Client requests most recent event data from server
- 3. Server calculates business figures for most recent event
- 4. Server returns most recent event data and statistics to client
- 5. Client displays most recent event and data to user
- 6. Client displays number of events and navigation option to user

Use Case 10: View Critical Routes

Actors:

Primary Manager

Preconditions:

• Manager is logged into the system

Postconditions:

• No Postconditions

- 1. Manager selects critical routes button from button tray
- 2. Client requests critical event data from server
- 3. Server calculates list of critical routes
- 4. Server returns critical route list to client
- 5. Client displays list of critical routes to user