Use Case Documents

Name:	**Request to Convert Currency**
Summary:	The user interacts with this. The program asks the user to choose between 4 options to convert the currency. Then, it asks for the amount of money to convert.
Version:	1.0
Preconditions:	No preconditions in this state. The program is just waiting to be run.
Triggers:	End User runs the program/
Main Success Scenario:	1. Program displays 4 options: "Buy Dollars, Sell Dollars, Buy Euros, Sell Euros." 2. The user is asked to enter one of these options represented by numbers (1 - 4). 3. User enters one of these numbers. 4. The program verifies this number and asks the user to enter the amount of money that wants to convert. 5. User enters the amount of money. 6. The program verifies this amount and passes it, as well as the chosen option to the class that will process this request.
Alternative Success Scenarios:	3. In step 3, the user enters an invalid option (x<1 || x>4), which makes the program display an error message and ask to enter a number again. 5. In step 5, the user enters an invalid amount (x<0), which makes the program display an error message and ask to enter another amount.
Postconditions:	The options entered by the user will be verified and ready to work on the calculations.
Business Rules:	
Notes:	
Author:	Joyce Tejada
Date:	March 7, 2019

Name:	**Verify Option**
Summary:	It checks that the number(option) entered, and meets the preconditions set.
Version:	1.0
Preconditions:	The program has been started. It asks for the user to enter an option listed on the screen.
Triggers:	An option is entered
Main Success Scenario:	1. One option is entered correctly as shown on the screen. This option is a number between 1 and 4. 2. The preconditions have been met so now the program can move to the next step.
Alternative Success Scenarios:	1. In step 1, the option entered by the user is not correct. So, the user is asked to enter a valid option.
Postconditions:	The option is validated and the program can continue to ask the amount of money to convert.
Business Rules:	
Notes:	
Author:	Joyce Tejada
Date:	March 7, 2019

Name:	**Display Option Error**
Summary:	The user has chosen an invalid option, and the program displays an error.
Version:	1.0
Preconditions:	An invalid option has been entered.
Triggers:	The user has entered his/her "chosen" option.
Main Success Scenario:	1. The option has been passed since it was not a number between 1 and 4. 2. An error message is shown, as well as the request to enter a valid option.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The message error is displayed for the user to correct his/her mistake.
Business Rules:	
Notes:	
Author:	Joyce Tejada
Date:	March 7, 2019

Name:	**Verify Amount**
Summary:	It checks that the amount of money entered, and meets the preconditions set.
Version:	1.0
Preconditions:	The program asks for the user to enter the amount of money that wants to convert.
Triggers:	An amount of money is entered
Main Success Scenario:	1. An amount of money is entered correctly. This amount of money is a positive number. 2. The preconditions have been met so now the program can move to the next step.
Alternative Success Scenarios:	1. In step 1, the amount of money entered by the user is not correct. So, the user is asked to enter a valid amount.
Postconditions:	The amount of money is validated, and the program can continue to make the calculations to convert this amount.
Business Rules:	
Notes:	
Author:	Joyce Tejada
Date:	March 7, 2019

Name:	**Display Amount Error**
Summary:	The user has entered an invalid amount of money, and the program displays an error.
Version:	1.0
Preconditions:	An invalid amount has been entered.
Triggers:	The user has entered an amount of money.
Main Success Scenario:	1. The amount of money has been passed since it was not a negative number. 2. An error message is shown, as well as the request to enter a valid amount.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The message error is displayed for the user to correct his/her mistake.
Business Rules:	
Notes:	
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Name:	**Convert Currency**
Summary:	The chosen option and amount of money are passed. Based on the option passed, the program calls the correct object that will perform the conversion of the money.
Version:	1.0
Preconditions:	Chosen option and amount of money have been verified to be correct.
Triggers:	The program has passed the verified data to make the appropriate calculations.
Main Success Scenario:	1. The program looks at the option that was entered. 2. Based on this option the correct object class is called to handle the calculations. 3. The converted amount of money is shown on the screen.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The calculations were done and shown appropriately.
Business Rules:	
Notes:	
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Date:	March 7, 2019

Name:	**Buy Dollars**
Summary:	The program sees that the chosen option is 1 (Buy Dollars) and calls the Buy Dollars class. It also passes the amount of money to be converted. The result is calculated and shown on the screen.
Version:	1.0
Preconditions:	Option 1 has to be chosen by the user.
Triggers:	The program has passed the correct option as well as the amount.
Main Success Scenario:	1. The amount of money is converted to the designated currency. 2. It is shown on the screen for the user to read.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The method has been called and has fulfilled its purpose. It remains inactive until is called again.
Business Rules:	
Notes:	
Author:	Joyce Tejada
Date:	March 7, 2019

Name:	**Sell Dollars**
Summary:	The program sees that the chosen option is 2 (Sell Dollars) and calls the Sell Dollars class. It also passes the amount of money to be converted. The result is calculated and shown on the screen.
Version:	1.0
Preconditions:	Option 2 has to be chosen by the user.
Triggers:	The program has passed the correct option as well as the amount.
Main Success Scenario:	1. The amount of money is converted to the designated currency. 2. It is shown on the screen for the user to read.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The method has been called and has fulfilled its purpose. It remains inactive until is called again.
Business Rules:	
Notes:	
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Name:	**Buy Euros**
Summary:	The program sees that the chosen option is 3 (Buy Euros) and calls the Buy Euros class. It also passes the amount of money to be converted. The result is calculated and shown on the screen.
Version:	1.0
Preconditions:	Option 3 has to be chosen by the user.
Triggers:	The program has passed the correct option as well as the amount.
Main Success Scenario:	1. The amount of money is converted to the designated currency. 2. It is shown on the screen for the user to read.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The method has been called and has fulfilled its purpose. It remains inactive until is called again.
Business Rules:	
Notes:	
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Name:	**Sell Euros**
Summary:	The program sees that the chosen option is 4 (Sell Euros) and calls the Sell Euros class. It also passes the amount of money to be converted. The result is calculated and shown on the screen.
Version:	1.0
Preconditions:	Option 4 has to be chosen by the user.
Triggers:	The program has passed the correct option as well as the amount.
Main Success Scenario:	1. The amount of money is converted to the designated currency. 2. It is shown on the screen for the user to read.
Alternative Success Scenarios:	No alternative success scenarios.
Postconditions:	The method has been called and has fulfilled its purpose. It remains inactive until is called again.
Business Rules:	
Notes:	
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