**Use case: chairman**

The chairman can login with an admin login to enter the system.

The chairman will then be sent to the main menu.   
He can then choose 1 out of 3 options “Chairman” “Cashier” “Trainer”.   
If he chooses “chairman” he will have to enter his personal password.  
He can then choose the option “create new member” or “edit member”  
If he chooses “create new member”:   
He starts by entering the basic information: name, last name, age, phone number. He can then enter whether the member belongs to: 18 minus, 18 plus or 60 plus, which gives the belonging benefits. He can then enter, if the membership is passive or active. And last he enters whether member is an exerciser competist.   
If he chooses “edit member”:  
he can edit the members name, last name, age, phone number, the members contigent, if he is passive or active, and if he is an exerciser or competist.

**Use case: cashier**

The cashier can login with an admin login to enter the system.

The cashier can then choose the option “cashier”. From here he can choose two options “member status” or “members in restance”.  
If he chooses “member status” the system will display a list of all the members, with all their information, which the cashier can use to make the monthly payments.  
If he chooses “members in restance”, the system will display a list of members that are in restance, and how much the owe the club.

**Use case: trainer**

The trainer can login with an admin login to enter the system.

The trainer can then choose the option “trainer”. From here he can choose “assign member discipline”, “assign training results”, “assign competition placement”, “show top 5”

If the trainer chooses “assign member discipline” the system will ask for team 1 or 2 and when the trainer chooses one, the system will print out the members of that team. The trainer can then choose a member, and the system will ask which discipline the member should be assigned to.

If the trainer chooses “assign training results” the system will ask for team 1 or 2 and when the trainer chooses one, the system will print out the members of that team. The trainer can then choose a member, and he can then add a training result from whatever discipline the member is assigned to.

If the trainer chooses “assign competition placement” the system will ask for team 1 or 2 and when the trainer chooses one, the system will print out the members of that team. The trainer can then choose a member, and add if he has competed in a competition, what his placement is, what competition it was, and what date.

If the trainer chooses “top 5” the system will display the top 5 member training results for each discipline.