Online Pizza Ordering System

Use-Case Model

Version 1.0



Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 18/03/18 | 1.0 | First draft of the use case model | Andreea Ionutas |
| 19/05/18 | 2.0 | Added second use case model | Andreea Ionutas |
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Use-Case Model

# Use-Cases Identification

***Use case:*** place an order

***Level:*** User-goal level

***Primary actor:*** Client

***Main success scenario:***

* Client opens the application
* Client clicks on the menu
* Client decides what he wants to order
* Client places the order and waits for the confirmation
* Client pays for the order by card
* After the order is ready, the client views a message which informs him that he can pick up the order

***Extensions:***

* Connection lost, menu is not accessible
* Trying to select ingredients which are out of stock

***Use case:*** Add a pizza to menu

***Level:*** User-goal level

***Primary actor:*** Pizza Store

***Main success scenario:***

* User logs in as pizza store
* User selects add new pizza
* User selects the ingredients and the toppings of the pizza
* After the pizza is inserted in the menu, the price is calculated automatically

***Extensions:***

* Trying to select ingredients which are out of stock

# UML Use-Case Diagrams

