Grocery Shopping Android Application

Use-Case Model

Version 1.0

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/03/2018 | 1.0 | First use-case model of the system | Cordea Corina |
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# Use-Cases Identification

Use case: Add product to cart

Level: user-goal level

Primary actor: customer

Main success scenario: customer logs into the system, choses the product he wants to buy, selects the desired quantity and presses add to cart button

Extensions: customer logs into the system, choses the product he wants to buy, selects the desired quantity and receives an error message stating that the quantity introduced is bigger than the available quantity, so the user enters a valid value and presses add to cart button

Use case: Update product

Level: user-goal level

Primary actor: supplier

Main success scenario: supplier logs into the system, choses the product he wants to update, introduces the new value and saves the modifications

Extensions: supplier introduces the information required to login wrong receives an error message, then he enters the data again, choses the product he wants to update, introduces the new value and saves the modifications

Use case: Create account

Level: user-goal level

Primary actor: customer

Main success scenario: user opens the application, presses the create new user account button, introduces the information and presses create account button

Extensions: user opens the application, presses the create new user account button, introduces the information and receives an error message saying that the username is already taken so he introduces a new one that is available and presses create account button

# UML Use-Case Diagram

