Online Pizza Ordering System

Use-Case Model

Version <1.0>

Revision History

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| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 21/03/18 | <1.0> | First version | Margin Razvan Cristian |
| 21/05/18 | 1.1 | Adjustments | - |
|  |  |  |  |
|  |  |  |  |

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# Use-Cases Identification

Use case: client order pizza

Level: user-goal level

Primary actor: Client (user)

Main success scenario:

-Client places items into his cart

-Client places order by pressing the corresponding button

Extensions:

-error when placing an empty order

Use case: add new pizza into the menu

Level: sub-function

Primary actor: Admin (user)

Main success scenario:

-Admin logs in

-Admin access the list of items

-Admin introduces the information for the new pizza in the menu

-Admin places the new pizza on the menu

-Item is saved in the database

Extensions:

-problems logging into the account

-adding a pizza that is already on the menu

Use case: changing the status of the order

Level: sub-function

Primary actor: Admin (user)

Main success scenario:

-Admin logs in

-Admin checks the order list

-Admin changes the status of an order placed by a client

-Status is saved in the database

Extensions:

-problems logging into the account

# UML Use-Case Diagrams

