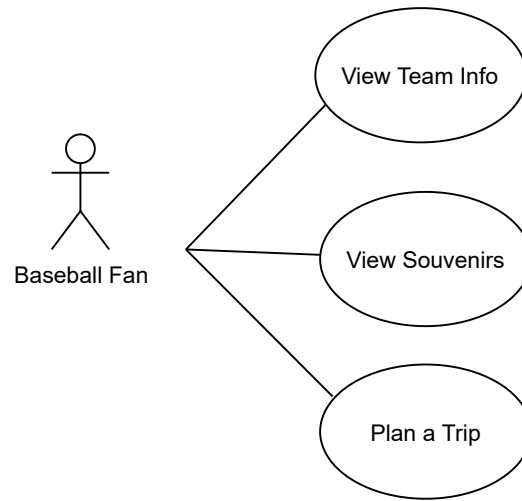


Use Case #	01
Application	Baseball Project
Use Case Name	Modify Teams
Use Case Description	The actor can edit information for any MLB team or add a new team with their souvenirs.
Primary Actor	Administrator
Precondition	The actor must be an administrator. Database can accept changes made by the actor.
Trigger	The actor selects an existing team to modify or presses a button in order to input a file
Basic Flow	<ol style="list-style-type: none"> <li>1. The actor first views the database.</li> <li>2. The actor selects a button to open a team modification menu.</li> <li>3. The actor then picks a team to modify or selects an input file to add a team.</li> <li>4. Any changes made by the actor is saved into the database.</li> </ol>
Alternate Flow	<ol style="list-style-type: none"> <li>1. The actor exits modification menu before making changes.</li> <li>2. The actor provides an invalid file.</li> <li>3. The team information being added already exists in the database.</li> </ol>

Use Case #	02
Application	Baseball Project
Use Case Name	Modify Souvenirs
Use Case Description	The actor can modify, add, or delete souvenirs for any MLB team.
Primary Actor	Administrator
Precondition	The actor must be an administrator. Database can accept new souvenirs and adjust to changes made.
Trigger	The actor picks a souvenir to modify or delete or inputs a new souvenir by a text box.
Basic Flow	<ol style="list-style-type: none"> <li>1. The actor first views the database.</li> <li>2. The actor selects a button to open a souvenir menu.</li> <li>3. The actor selects a souvenir to modify or delete or inputs information for a new souvenir .</li> <li>4. Any changes made by the actor is saved into the database.</li> </ol>
Alternate Flow	<ol style="list-style-type: none"> <li>1. The actor leaves the souvenir menu before making changes.</li> <li>2. The actor tries to remove souvenirs from a team that does not have souvenirs.</li> </ol>



Use Case #	03
Application	Baseball Project
Use Case Name	View Team Info
Use Case Description	The actor can view the information for any MLB team
Primary Actor	Baseball Fan
Precondition	The database must contain information for all the MLB teams
Trigger	The actor selects a specific team or clicks any of the display buttons for more specific information
Basic Flow	<ol style="list-style-type: none"> <li>1. The actor first views the database.</li> <li>2. The actor selects a team to view or clicks one of the display buttons.</li> <li>3. The information is displayed to the actor</li> </ol>
Alternate Flow	<ol style="list-style-type: none"> <li>1. The actor exits the database before viewing information.</li> <li>2. QT cannot connect to the database to display the team information.</li> </ol>

Use Case #	04
Application	Baseball Project
Use Case Name	View Souvenirs
Use Case Description	The actor can view traditional souvenirs from each MLB team
Primary Actor	Baseball Fan
Precondition	The database must contain traditional souvenirs for each MLB team.
Trigger	The actor selects a team to view its souvenirs
Basic Flow	<ol style="list-style-type: none"> <li>1. The actor first views the database.</li> <li>2. The actor selects a team to view its souvenirs.</li> <li>3. The souvenirs of the selected team is displayed.</li> </ol>
Alternate Flow	<ol style="list-style-type: none"> <li>1. The actor exits before viewing souvenirs.</li> <li>2. QT cannot connect to the database to display the team souvenirs.</li> </ol>

Use Case #	05
Application	Baseball Project
Use Case Name	Plan a Trip
Use Case Description	The actor can plan a trip to visit baseball stadiums. The actor can either choose a trip with pre-selected stadiums or select the stadiums they want to visit.
Primary Actor	Baseball Fan
Precondition	The database must contain the information for all the MLB teams.
Trigger	The actor selects trip with pre-selected stadiums or customizes their trip
Basic Flow	<ol style="list-style-type: none"> <li>1. The actor selects button to view plans.</li> <li>2. The actor chooses a trip with pre-selected stadiums or customizes their trip.</li> <li>3. During the trip, the actor can purchase souvenirs for the stadiums being visited</li> <li>4. At the end of the trip, the total distance traveled and the transaction history is displayed.</li> </ol>
Alternate Flow	<ol style="list-style-type: none"> <li>1. The actor cancels their trip.</li> <li>2. The actor does not select stadiums when customizing a trip.</li> <li>3. The actor is unable to select the stadiums they want to visit.</li> </ol>