Create a Trip
Use Case #01
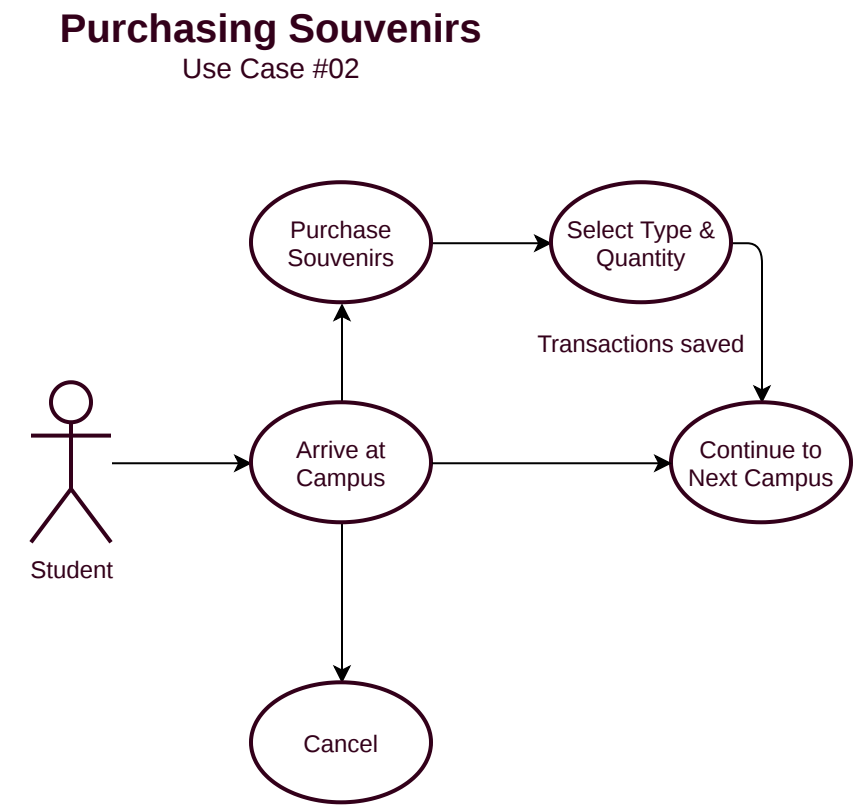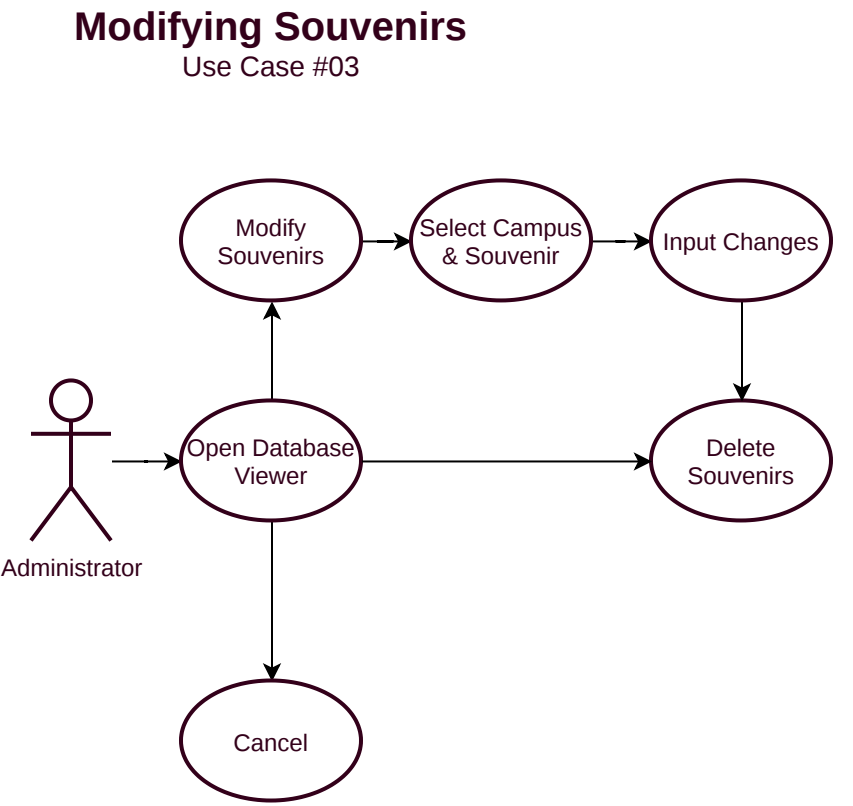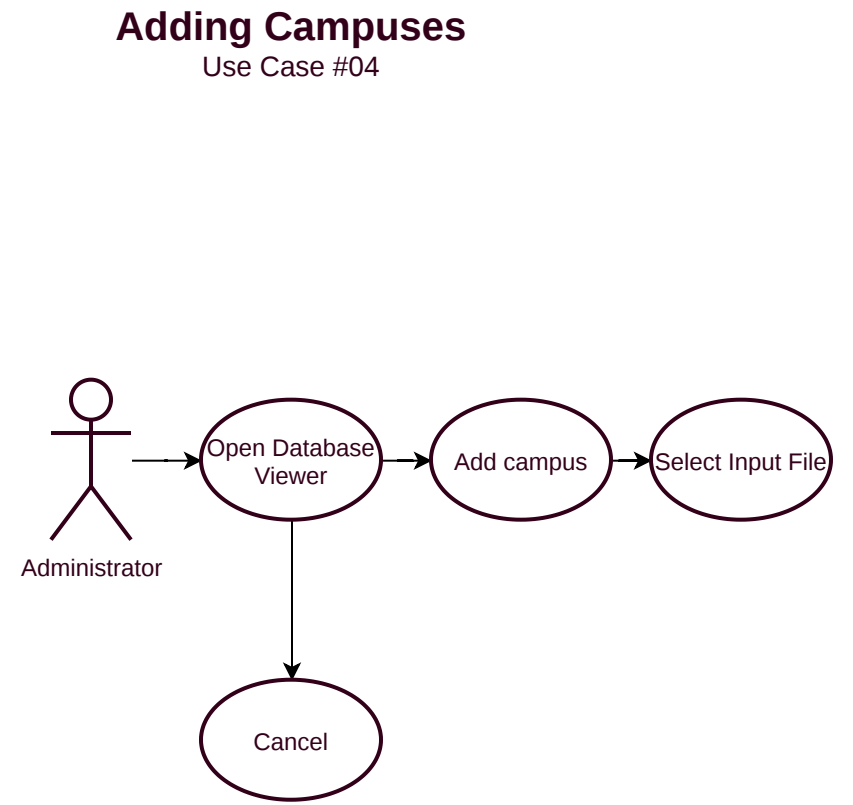

USE CASE #	01
APPLICATION	College Touring
USE CASE NAME	Creating a Trip
USE CASE DESCRIPTION	The actor makes selections to customize a trip to several college campuses.
PRIMARY ACTOR	Student
PRECONDITION	All necessary campuses are stored in the external database.
TRIGGER	The actor makes button selections to add campuses to their current upcoming trip.
BASIC FLOW	1. User selects a trip type. 2. If necessary, user selects appropriate number of campuses to visit. 3. Campuses are saved and the trip is ready to begin. 4. The actor clicks a button to begin visiting individual campuses from their selections.
ALTERNATE FLOWS	1. User selects cancel and returns to main window. 2. User attempts a trip with too few campuses selected.

Purchasing Souvenirs
Use Case #02

USE CASE #	02
APPLICATION	College Touring
USE CASE NAME	Purchasing Souvenirs
USE CASE DESCRIPTION	The actor chooses whether to purchase a souvenir at any campus that is visited in the current trip.
PRIMARY ACTOR	Student
PRECONDITION	The campus being visited has defined souvenirs to purchase.
TRIGGER	The actor makes button selections to pick souvenirs and set a quantity to purchase.
BASIC FLOW	1. Actor arrives at a campus in their trip. 2. Actor chooses whether to push a button that will display souvenirs to purchase. 3. A selection is made for the type and quantity of souvenir to purchase. 4. The actor will continue to the next campus in their trip.
ALTERNATE FLOWS	1. User exits the trip before its conclusion and returns to main window.

Modifying Souvenirs
Use Case #03

USE CASE #	03
APPLICATION	College Touring
USE CASE NAME	Modifying Souvenirs
USE CASE DESCRIPTION	The actor has the option to modify or delete existing souvenirs held in a database or add new souvenirs to it.
PRIMARY ACTOR	Administrator
PRECONDITION	External database is properly defined to accept new souvenirs and adjust to modifications.
TRIGGER	The actor selects an existing souvenir to modify or uses a text box to input a new souvenir.
BASIC FLOW	1. Actor accesses the database viewer. 2. The actor presses a button to open a souvenir modification menu. 3. The actor either selects a souvenir to modify or inputs information for a new souvenir. 4. Changes are saved and reflected in the database.
ALTERNATE FLOWS	1. User exits the window before making changes. 2. The campus which they are trying to add souvenirs to has reached its capacity. 3. The campus which they are trying to remove souvenirs from has no souvenirs.

Adding Campuses
Use Case #04

USE CASE #	04
APPLICATION	College Touring
USE CASE NAME	Adding Campuses
USE CASE DESCRIPTION	The actor can add new campuses to the database via an external file.
PRIMARY ACTOR	Administrator
PRECONDITION	External database is properly defined to accept new campuses and will recognize duplicate or invalid campuses.
TRIGGER	The actor presses a button which prompts them to input a file.
BASIC FLOW	1. Actor accesses the database viewer. 2. The actor presses a button to add new campuses. 3. The actor selects a file from their system to provide as the input file. 4. The input file is read and its information is stored in the database as new campuses.
ALTERNATE FLOWS	1. User exits the window before making changes. 2. The campuses which they are trying to add already exist in the database. 3. The file provided by the actor is invalid.