Use Case ID:	42
Use Case Name:	Service Management - Service Request
Actors:	- Property Manager
Business Rules:	- User must be a property manager with a known address.
Description:	This feature will allow the user to requesting a service from a service provider
Preconditions:	The user has successfully logged in to the website, and selected the Service Management feature from the homepage.
Service Request Functional	<ul> <li>Display services and service providers list</li> <li>Allow the user to request services</li> <li>Notifies service provider of request</li> <li>Allow users to enter additional comments</li> </ul>
Postconditions:	<ul> <li>A service request is created and sent, waiting for the service provider's response.</li> <li>The user service list is updated to contain the pending confirmation service request</li> </ul>
Nonfunctional	<ul> <li>The search bar should complete the search within 5 seconds.</li> <li>Notification to property manager should be sent within 5 seconds</li> <li>Notification to service provider should be sent within 5 seconds</li> <li>Updating service data should take no more than 5 seconds.</li> <li>Comment text allows only 150 characters</li> <li>Only 5 services should be displayed on the view</li> </ul>
Success Cases:	<ul> <li>User chooses a service and the system updates the service request of the service provider.</li> <li>The system updates the users services with the pending service</li> </ul>
Failure Cases:	<ul> <li>The service provider does not receive the request from a property manager</li> <li>The service provider does receive the request but the information received is wrong</li> <li>The search bar did not complete the search within 5 seconds.</li> <li>It took more than 5 seconds for the property manager to get a notification</li> <li>It took more than 5 seconds for the service provider to get a notification</li> <li>Updating service data should take more than 5 seconds.</li> <li>Comment text was more than 150 characters</li> <li>More than 5 services were displayed per page</li> <li>The users services list is not updated with the new pending service</li> </ul>

```
User UI ServiceManagerMicroservice UserMicroservice DataStorage

Service Management - Service Request

User CET request: / service/(serviceId)

Service = _dbContext. Service | FindperviceIdj: Service |

Service Service: Service|

True: bool

If (service is not null 86 stopen@eust) return 200 (DK)

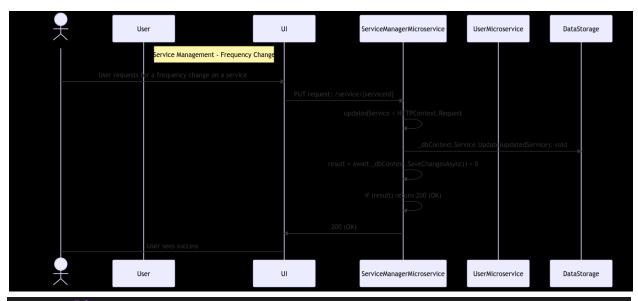
Joer Sees success

User UI ServiceManagerMicroservice UserMicroservice DataStorage
```

```
sequenceDiagram
   actor U as User
Note right of User: Service Management - Service Request
   participant UI
   participant SMM as ServiceManagerMicroservice
   participant UM as UserMicroservice
   participant DS as DataStorage
   U->>UI: User requests a service
   UI->>SMM: GET request: /service/{serviceId}
   SMM->>DS: service = _dbContext.Service.Find(serviceId): Service?
   DS->>SMM: service: Service?
   SMM->>UM: appendResult = _userRepository.AppendService(userId: int,
serviceId: int): bool
   UM->>SMM: true: bool
   SMM->>SMM: if (service is not null && appendResult) return 200 (OK)
   SMM->>UI: 200 (OK)
   UI->U: User sees success
```

Use Case ID:	43
Use Case Name:	Service Management - Frequency Change
Actors:	- Property Manager
Business Rules:	<ul> <li>User should be able to request a frequency change of their services</li> </ul>

Description:	<ul> <li>This feature will allow the user to manage all their services with service providers such as canceling, or changing the frequency of service.</li> </ul>
Preconditions:	The user has successfully logged in to the website, was directed to the homepage and selected the Service Management feature from the homepage.
Functional	<ul> <li>Display the users current services</li> <li>Allow the user to Cancel or change the frequency of an service</li> <li>Notify the property manager of service changes request</li> <li>Update service database with a pending status for the users service change</li> </ul>
Postconditions:	The service change request is sent to the service provider and the service rating is uploaded.
Nonfunctional	<ul> <li>The search bar should complete the search within 5 seconds.</li> <li>Notification to service provider should be within 5 seconds.</li> <li>Updating service data should take within 3 seconds.</li> <li>Comment text box should only allow 250 characters</li> </ul>
Success Cases:	<ul> <li>User navigates to the service they want to change and the service change request is sent to the service provider.</li> <li>System updates user services with pending service change requests status.</li> </ul>
Failure Cases:	<ul> <li>User chooses a service and the system does not update their services with a pending service change request status.</li> <li>The system takes longer than 5 seconds to notify service provider, the systems send an "Unsuccessful Service Change Request" error message</li> <li>User service change update takes longer than 3 seconds, the system send an "Unable to update" error message</li> </ul>



```
actor U as User
Note right of User: Service Management - Frequency Change
participant UI
participant SMM as ServiceManagerMicroservice
participant UM as UserMicroservice
participant DS as DataStorage
U->>UI: User requests for a frequency change on a service
UI->>SMM: PUT request: /service/{serviceId}
SMM->>SMM: updatedService = HTTPContext.Request
SMM->>DS: _dbContext.Service.Update(updatedService): void
SMM->>SMM: result = await _dbContext.SaveChangesAsync() > 0
SMM->>SMM: if (result) return 200 (OK)
SMM->>UI: 200 (OK)
UI->U: User sees success
```

Use Case ID:	44
Use Case Name:	Service Management - Rating
Actors:	- Property Manager
Business Rules:	- User must be a property manager with a known address.
Description:	This feature will allow the user to rate a completed or closed service
Preconditions:	- The user has successfully logged in to the website, was directed

	to the homepage and selected the Rating feature from the homepage.
Functional	<ul> <li>Allow the user rate a service</li> <li>Display a likert scale</li> <li>Record user rating in a database</li> <li>Property Managers can enter comments on the service provider.</li> </ul>
Postconditions:	The service request or change is sent to the service provider and the service rating is uploaded.
Nonfunctional	<ul> <li>The search bar should complete the search within 5 seconds.</li> <li>Database should record user rating within 5 seconds.</li> <li>Notification to property manager should be within 5 seconds</li> <li>Notification to service provider should be within 5 seconds</li> <li>Updating service data should take within 5 seconds.</li> <li>Comment is limited to 240 words.</li> </ul>
Success Cases:	<ul> <li>User is successfully able to rate the service that was performed.</li> <li>System updates the service provider's rating.</li> </ul>
Failure Cases:	<ul> <li>The user was not able to rate a service</li> <li>A likert scale was not displayed</li> <li>User rating was not stored in a database</li> <li>Property Managers were not able to enter comments on the service provider.</li> <li>The search bar did not complete the search within 5 seconds.</li> <li>Property manager did not get notified in 5 seconds</li> <li>Service provider did not get notified in 5 seconds</li> <li>Updating service data took more than 5 seconds.</li> <li>Comment text was more than 240 words</li> </ul>



```
sequenceDiagram

actor U as User

Note right of User: Service Management - Rating

participant UI

participant SMM as ServiceManagerMicroservice
```

```
participant USM as UserServiceMicroservice
  participant DS as DataStorage
  U->>UI: User requests for a frequency change on a service
  UI->>SMM: PUT request: /rateservice/{serviceId}?rating={rating}
  SMM->>USM: userService = await _userServiceRepository.GetAsync(x =>
  x.serviceId == serviceId && x.userId == userId).FirstOrDefaultAsync():
UserService?
  USM->>SMM: userService: UserService?
  SMM->>USM: result = await
  _userServiceRepository.UpdateRatingAsync(userService.UserServiceId,
  rating): bool
  USM->>SMM: true: bool
  SMM->>SMM: if (result) return 200 (OK)
  SMM->>UI: 200 (OK)
  UI->U: User sees success
```