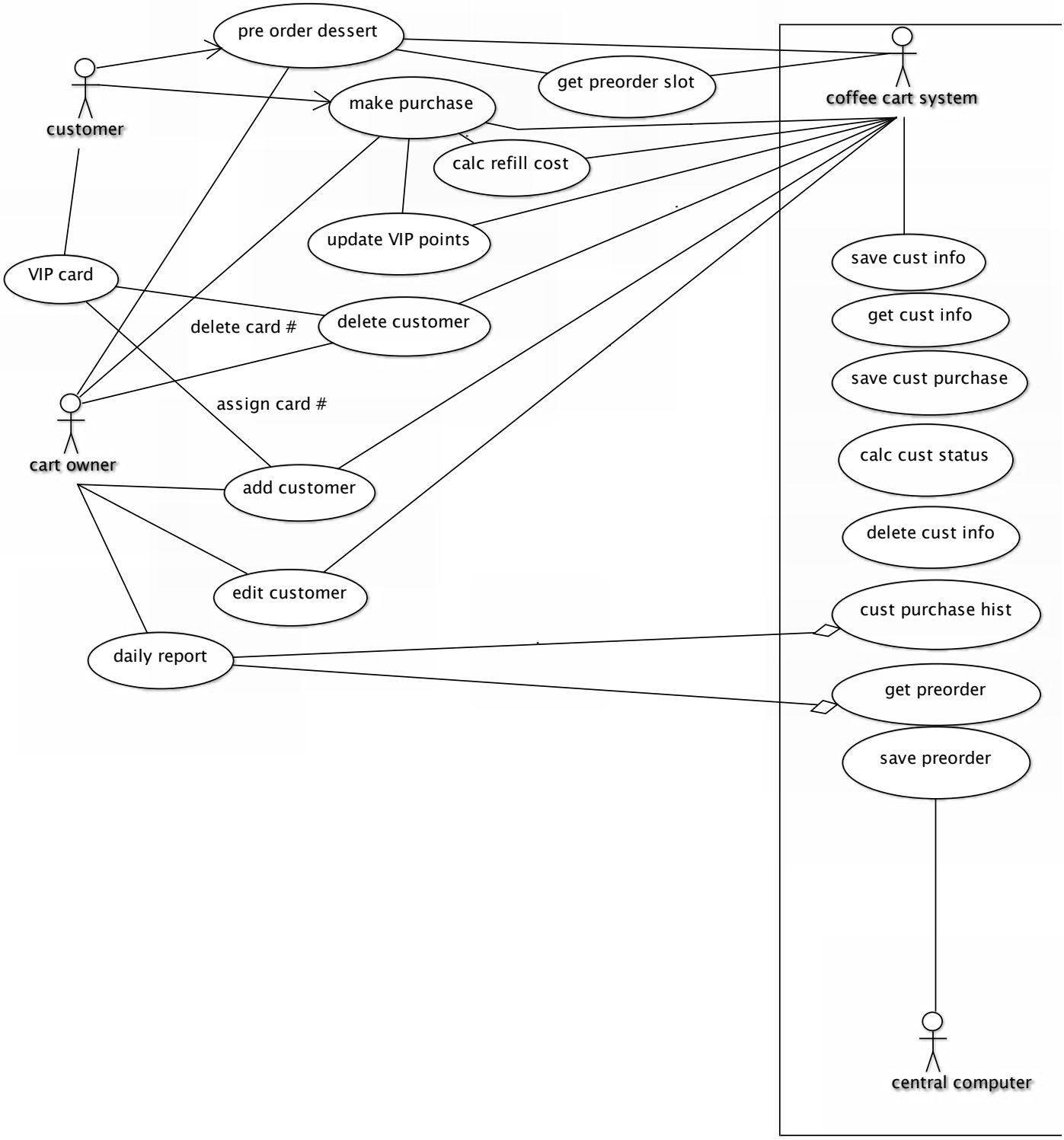
pre order dessert
customer
get preorder slot
coffee cart system
make purchase
calc refill cost
update VIP points
save cust info
VIP card
get cust info
delete card #
delete customer
save cust purchase
assign card #
cart owner
calc cust status
add customer
delete cust info
edit customer
cust purchase hist
daily report
get preorder
save preorder
central computer

Use Case:  Make Purchase

Goal:  The customer's purchase is recorded in the system

Scope:  Component

Level:  ! (user goal)

Primary Actor:  Owner, Customer

Brief:  The customer makes a purchase and the details of the transaction are stored in the system.

Basic Flow:
1. The system provides an interface to the owner, allowing the owner to enter a customer purchase
2. The owner itemizes each purchase item
3. The system calculates the refill price, if applicable
4. The system calculates the order total
5. The system calculates the number of VIP points earned
6. The owner accepts payment and completes the order
7. The system saves the customer order in the database

---

Use Case:  Calc Refill Cost

Goal:  Calculate the customers cost of a refill

Scope:  Component

Level:  user goal

Primary Actor:  Customer

Brief:  The cost of a refill is calculated based on the customers current VIP status

Basic Flow:

1. It is determined that the customer is getting a refill as part of their purchase
2. Query the database to determine the customers VIP status
3. Calculate the cost of the refill based on customers VIP status

---

Use Case:  Update VIP Points

Goal:  The number of VIP points is incremented upon customer purchase

Scope:  Component

Level:  User goal

Primary Actor:  Customer

Brief:  The customers VIP points are calculated based on the purchase total and incremented in the system

Basic Flow:
1. The customers purchase total is calculated
2. The number of points earned is the same as the purchase total, rounded up or down to the nearest integer
3. The database is updated/incremented with this number of points

---

Use Case: Pre Order Dessert

Goal: The customer successfully places a pre-order for a dessert

Scope: Component

Level: User Goal

Primary Actor: Customer

Brief: The customer can pre-order deserts up to a month in advance, if there are slots available

Basic Flow:

1. The customer is presented with a UI to determine the dessert name of the pre-order and the date desired
2. The system will check the desert name to see if it is a best seller, and to determine if any preorder slots are available for the date desired

2a. If there are preorder slots available, then the system saves the preorder, using the customers VIP card #

2b. If there are no preorder slots available, then the system denies the preorder sale

---

Use Case: Save Pre-Order

Goal: The system successfully saves a pre-order for a dessert

Scope: Component

Level: Subfunction

Primary Actor: Coffee Cart System

Brief: The system stores a pre-order for a specific dessert on a specific date

Basic Flow:

1. The system accepts the customer's VIP card#, the dessert name, and the date desired
2. The system saves this information

---

Use Case: Save Cust Purchase

Goal: The system successfully saves a customers purchase

Scope: Component

Level: Subfunction

Primary Actor:  Coffee Cart System

Brief:  The system saves an order made by a customer

Basic Flow:
1.  The sytem accepts the customer's VIP card#, each item purchased, the total cost of each item, the date of the purchase
2.  The system saves this information
3.  The system increments and saves the total number of customer VIP points
4.  The system calculates the customers VIP status and stores it at the VIPCard level

---

Use Case:  Calc Cust Status

Goal:  The system successfully calculates and saves the customers VIP status

Scope:  Component

Level:  Subfunction

Primary Actor:  Coffee Cart System

Brief:  The system will calclate the customers VIP status based on the total number of VIP points earned

Basic Flow:

1.  The system receives a customer VIP card#
1a. The system looks up the current VIP status of the card#
1b. The system looks up the permanent indicator of the card#.  If it is 1 (meaning, if the card# current status is a permanent status) then return the status
2.  (Otherwise) The system implements "cust purchase history" for this card#
3.  The system calculates the 30 day total purchases, and the total purchases since the card became active (ie, the customers "memberSince" data)
3a. The system calculates the VIP points earned for each time frame
5.  If the total number of VIP points equals or exceeds 5000, change the VIP status on the card# to GOLD, update the permanent indicator to 1 and
    return the customer status, the 30 day total and the total VIP points calculated
6.  If the current status is not GOLD and the 30 day total of VIP points exceeds 500 then upgrade the VIP status for the card#
7.  If the current status is GOLD and the 30 day total of VIP points is less than 500 then downgrade the VIP status for the card#
8.  Return the customer status, the total VIP points earned by the customer since becoming a member, and the 30-day VIP points total

---

Use Case:  Cust Purchase Hist

Goal:  The system successfully returns all the purchases made by a customer and the VIP points he or she earned in the last 30 days and in total

Scope:  Component

Level:  Subfunction

Primary Actor:  Coffee Cart System

Brief:  The system will return all purchases made by a particular VIP Card#

Basic Flow:
1.  The system recieves a customer's VIP card#
2.  The system pulls all saved purchase information for this customer VIP card#
3.  The system runs the "calc cust status" process to obtain the customer status and vip points
3.  The system returns all purchase information, the customer status, the total VIP points earned and the 30-day VIP point total

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Use Case:  Get Preorder

Goal:  The system successfully returns all the preorders pending in the system

Scope:  Component

Level:  Subfunction

Primary Actor:  Coffee Cart System

Brief:  The system will return all pending preorder information saved in the system

Basic Flow:

1.  The system pulls all saved preorder information that is still pending
2.  The system returns all preorder information

---

Use Case:  Save Cust Info

Goal:  The system will successfully save all customer information in the system

Scope:  Component

Level:  SubFunction

Primary Actor:  Coffee Cart System

Brief:  The system will save all customer attributes entered by the owner, or assigned by the system

Basic Flow:

1.  The system receives all customer information that has been entered by the owner and/or generated by the system
2.  The system saves this information to the designated DB

---

Use Case:  VIP Card

Goal:  The system will successfully assign a unique VIP card# to a new customer

Scope:  Component

Level:  SubFunction

Primary Actor:  Coffee Cart System

Brief:  The system will retrieve the next available VIP card# and assign it to a new customer

Basic Flow:
1.  The system receives a request for a new VIP card#
2.  The system retrieves the next VIP card# available (from a table)
2a.  The system does not reuse card#'s
3.  The system returns the card#

---

Use Case:  Save Cust Info

Goal:  The system will successfully save all customer information in the system

Scope:  Component

Level:  SubFunction

Primary Actor:  Coffee Cart System

Brief:  The system will save all customer attributes entered by the owner, or assigned by the system

Basic Flow:

1.  The system receives all customer information that has been entered by the owner and/or generated by the system
2.  The system saves this information to the designated DB

Use Case:  Get Cust Info

Goal:  The system will return all saved customer information for a given VIP card# (or Name?)

Scope:  Componenet

Level:  SubFunction

Primary Actor:  Coffee Cart System

Brief:  The system will retrieve all saved customer attributes for a given card#

Basic Flow:
1.  The system receives a VIP card#
2.  The system looks up all attributes associated with this card#
3.  The system returns the information to the calling process

---

Use Case:  Delete Cust Info

Goal:  The system will delete all saved customer attributes for a given VIP card# (or Name?)

Scope:  Component

Level:  Subfuntion

Primary Actor:  Coffee Cart System

Brief:  The system will permanently remove all customer information for a given card#

Basic Flow:
1. The system receives a VIP card#
2. The system permantently removes all information associated with this card#

---

Use Case:  Add Customer

Goal:  The system will successfully add a new customer

Scope:  Component

Level:  Subfuntion

Primary Actor:  Coffee Cart System

Brief:  The system will add a new customer

Basic Flow:

1. The system presents the owner with a UI to collect all customer information
2. Upon submit, the system assigns a VIP card#
3. The system defaults the VIP customer status to NULL
4. The system assigns the memberSince field to the current date
5. The system saves all customer information

---

Use Case:  Edit Customer

Goal:  The system will successfully update an existing customer's information

Scope:  Component

Level:  Subfuntion

Primary Actor:  Coffee Cart System

Brief:  The system will update a customer's information

Basic Flow:

1. The system presents the owner with a UI, allowing for a card# or name search
2. The system will retrieve all information for the given card# or name and prefill it into a UI
3. The system will allow for edits on the prefilled information
4. The system saves all customer information upon submit

---

Use Case:  Daily Report

Goal:  The owner will successfully produce two daily reports - a preorder report, and a daily purchases report

Scope:  Component

Level:  Subfunction

Primary Actor:  Owner

Brief:  The system will produce two daily reports upon the owners request

Basic Flow:

1.  The owner is presented with a screen asking which report to produce
2.  If the report chosen is a preorder report, the system will request an input date
2a. The system will run the "Get Preorder" process to retrieve the report
3.  If the report chosen is a daily purchase report, the system will run the "Cust Purchase Hist" report for all customers
4.  The system will present the chosen report to the screen

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