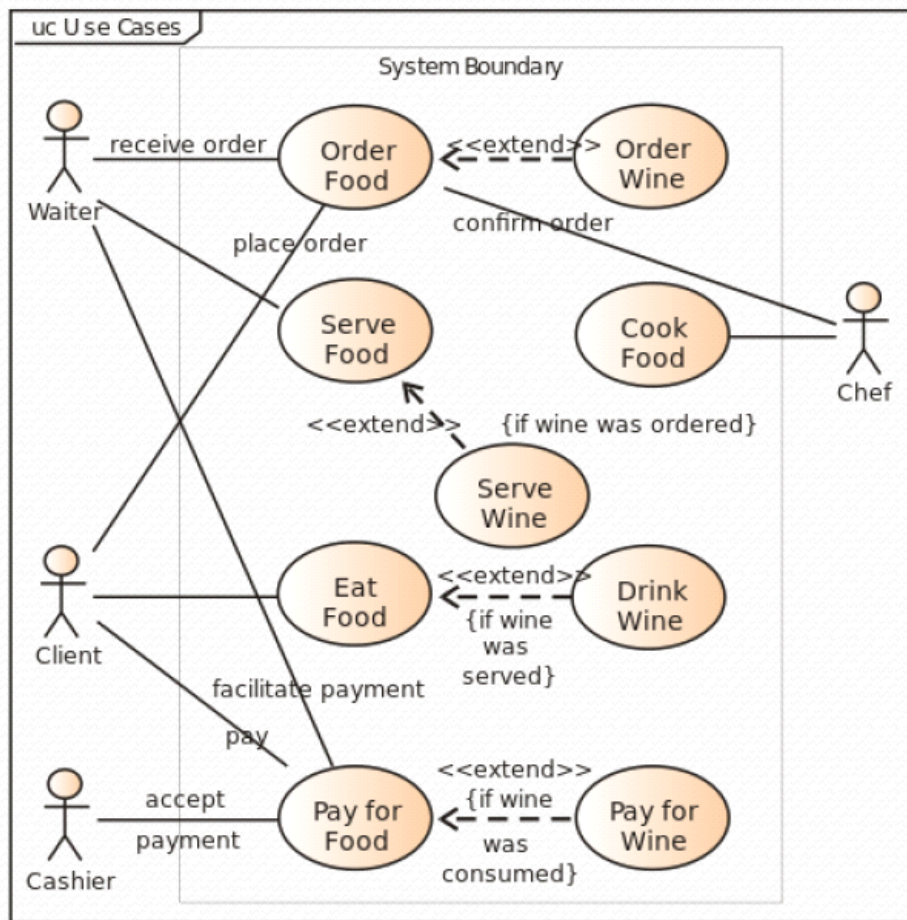


Assignment 1: Write casual Use Case for diagram “Food and Wine”

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Use Case UC1: Order Food

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: The client places an order for their choice of food. The waiter confirms the order and then passes it on to the chef.

Use Case EX1: Order Wine

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: The client orders wine while ordering food. The waiter asks for the client's ID to verify age. If 21 or older, the waiter puts in the order and then passes it on to the bar staff. If the client cannot provide a valid ID, the order is rejected.

Use Case UC2: Cook Food

Scope: Restaurant

Level: User Goal

Primary Actor: Chef

Story: The chef, who prepares the food for the client, confirms the order from the waiter and begins cooking.

Use Case EX2: Prepare Wine

Scope: Restaurant

Level: User Goal

Primary Actor: Bar Staff

Story: If wine was ordered, the bar staff prepares wine.

Use Case UC3: Alert to Serve Food

Scope: Restaurant

Level: Subfunction

Primary Actor: Waiter

Story: If the chef spends too much time preparing food, the waiter alerts the chef of the order.

Use Case EX3: Alert to Serve Wine

Scope: Restaurant

Level: Subfunction

Primary Actor: Waiter

Story: If the bar staff spends too much time preparing wine, the waiter alerts the bar staff of the order.

Use Case UC4: Serve Food

Scope: Restaurant

Level: User Goal

Primary Actor: Waiter

Story: Once the food is ready, the waiter gets the food from the chef and serves it to the client.

Use Case EX4: Serve Wine

Scope: Restaurant

Level: User Goal

Primary Actor: Waiter

Story: If wine was ordered and the wine is ready, the waiter gets wine from the bar staff and serves it to the client.

Use Case UC5: Eat food

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: After the waiter served the food, the client starts to eat and enjoy his or her food.

Use Case EX5: Drink Wine

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: If wine was served, the client drinks wine.

Use Case UC6: Ask Client for Feedback

Scope: Restaurant

Level: Subfunction

Primary Actor: Waiter

Story: While the client is eating, the waiter asks the client how the food is and whether anything is needed. If wine was ordered, the waiter also asks how the wine is.

Use Case UC7: Pay for Food

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: After the client finishes the food, the waiter facilitates the payment and takes the bill to the table. The client puts cash or a card with the bill. The waiter takes it to the cashier. The cashier then accepts the payment and prints the receipt if the amount of cash is correct or the client's card is valid. The waiter takes the receipt to the table.

Use Case EX8: Pay for Wine

Scope: Restaurant

Level: User Goal

Primary Actor: Client

Story: If wine was consumed, the client also pays for it.

Use Case UC9: Pay Tips

Scope: Restaurant

Level: Subfunction

Primary Actor: Client

Story: The client gets the receipt and leaves a cash tip based on how he or she enjoyed the food and the service. Or, if he paid with a card, he fills in the tip amount on the restaurant copy of the receipt.