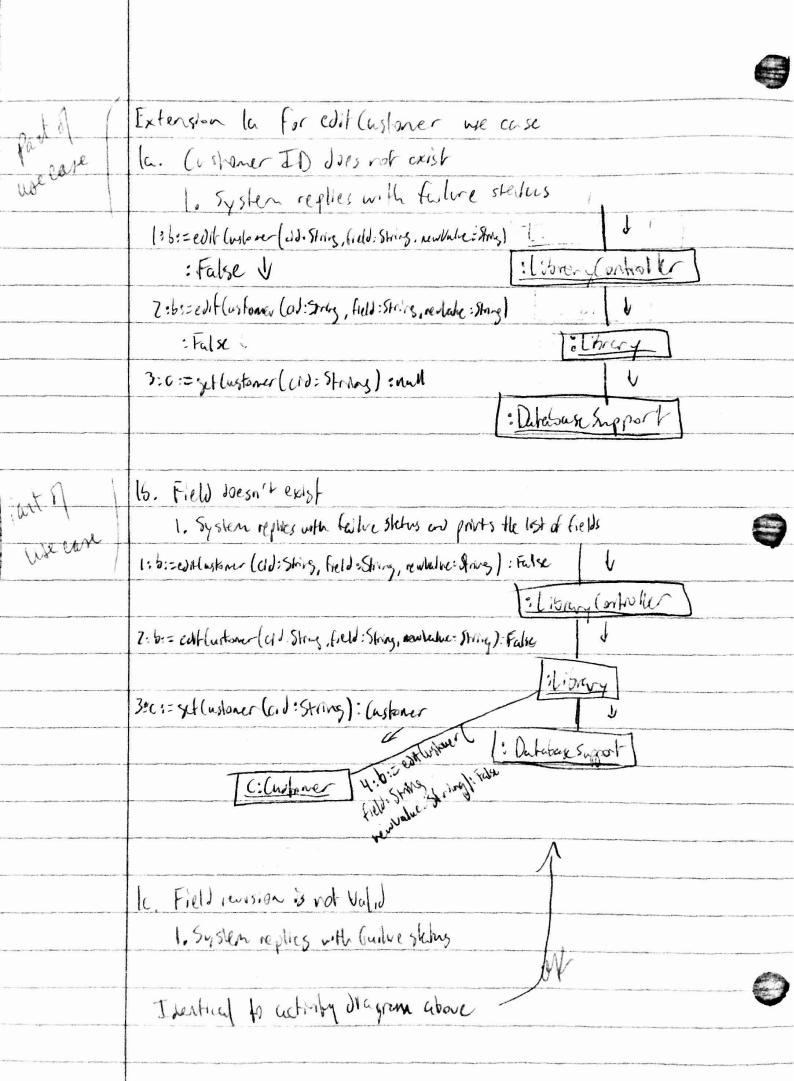
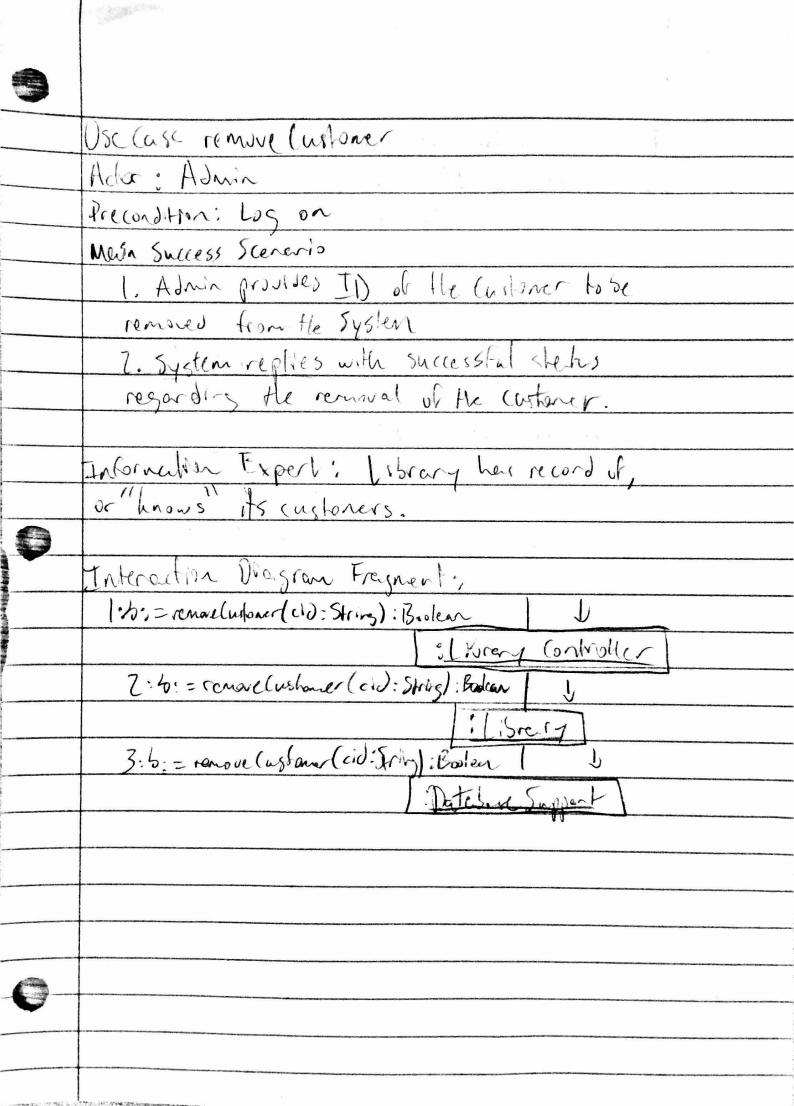
Use Case: edit Customer Actor: Staff Member (or Admin) Precondition & Los On Main Success Scenario: 1. Staff Menser provides IN of customer, field 10 be edited and what the field should be changed to.

7. (System prints) (Custoner ID): <field) teplies with successful efective Internation Expert: Library, as lobrary has record of or "hows" Costoners. Interaction Dragram Fragment: libi= editlustaner (id: String, field: String new Value: Story): 500 lear : Library Controller 2:6:= edif(usbour(cidistring, field: string, mulatur: string): boolean : Librery (: Custoner 3: C:= get Cuborer ( a) : stras): (ustrae 5: (:= pat (without ) c): boslem : Datebase Support



Usc (asc: add (ustomer Actor: Statt Member (or Admin) Precondition: Log on Main Success Scenario: 1. Staff Member provides Name and ID of the customer being added to the System. 2. System replies with sheessful sletus regarding the add of the instancer. Information Expert: Library, as Library has record of or "knows" enstamers. Interaction Piagram Fraguest: 1:6:= add (ustomer (name: String, cid: String): bodan "Library Controller 7:6:= ad Ulustoner (name. String, cid: String): boolean C: Custoner 3: Credell : Librar y 4:5: -pat Custoner (c: (ustoner): bosten : Datebare-Support

Extension la for add Custoner la. Customer ID already exists 1. System replies with failure status. Interaction Diagram Fragment 1:50= add Custoner (name: String, cid: String) [: Lybrary Controller : False 2: 58=ad ) Cysloner Cheme: String, ald: String) ; False 3. contest : Listery 4:10:= put (us lover): False c: Custoner : Database Support correct usage



Extension la for remove (uponer la. Customer IN does not exist 1. System replies with failure Status. Interaction Diagram Fragment. lib:= remove (ushnir (cid: String): False V · Library a healter 7:6:=removelustomer(cid: String): False : [ : 2 car my 3.6:= remove (ustoner (id: String): False : Detelouse Suggest