

Add New Category
This use case begins when the user picks the "Add New Category" option from the Category menu. It allows users to add a new Category to the Inventory System by providing a name, and notes. If the entered name is the same as an existing category, the user will be asked to enter a different name.

Edit Category
This use case begins when the user picks the "Edit Category" option from the Category menu. The user has to enter a category's name to select it for editing. It allows users to change a category's name and notes fields, both are optional. If the new name entered is the same as an existing category's, the user will be asked to enter a different name. If there are no existing categories, a message will appear to alert the user and return to the Category menu.

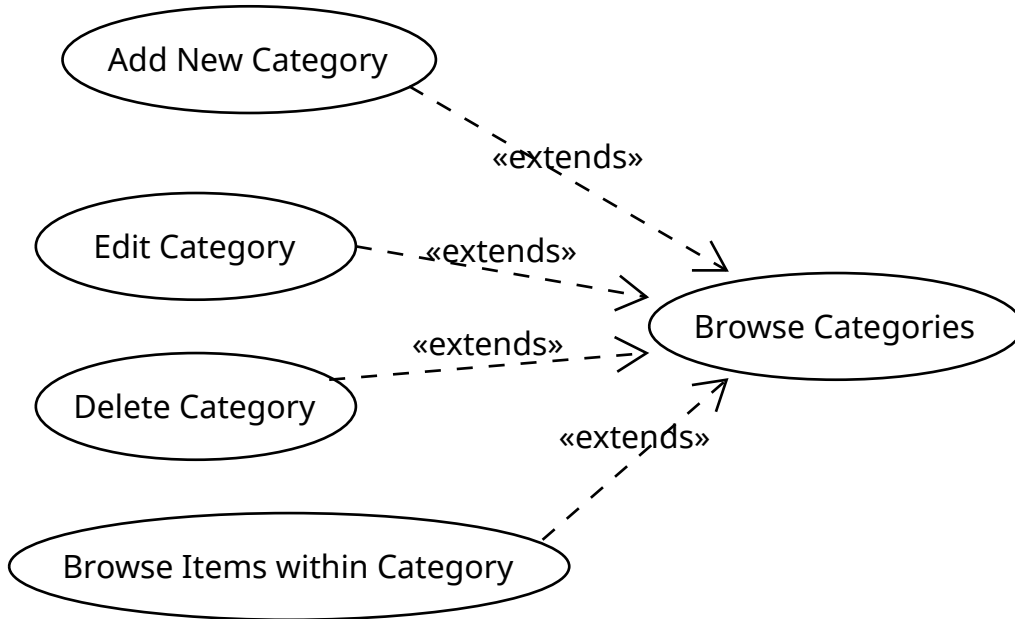
Browse Categories
This use case begins when the user picks the "CATEGORIES" option from the main menu and allows users to see all existing categories with id, name, quantity of items, and notes fields. Selecting "BACK TO MAIN MENU" brings the user back to the main menu.

Browse Item
This use case begins when the user picks the "ITEMS" option from the main menu and allows users to see all existing items with id, name, quantity, category, and notes fields. Selecting "BACK TO MAIN MENU" brings the user back to the main menu.

Add New Item
This use case begins when the user picks the "Add New Item" option from the Items menu. It allows users to add a new item to the Inventory System by providing a name, quantity, category, and notes. If the entered name is the same as an existing item, the user will be asked to enter a different name. Same thing with quantity when not a positive integer. If the entered category does not exist, then it will default to blank.

Edit Item
This use case begins when the user picks the "Edit Item" option from the Items menu. The user has to enter an item's name to select it for editing. It allows users to change an item's info fields, all are optional. If the new name entered is the same as an existing item, the user will be asked to enter a different name. Same thing with quantity when not a positive integer. If the entered category does not exist, then it will not be changed. If there are no existing items, a message will appear to alert the user and return to the Items menu.

Delete Category
This use case begins when the user picks the "Delete Category" option from the Category menu. The user has to enter a category's name to delete it. The category will then be removed from the inventory system, and all items in that category will have its "category" field cleared. The category will not appear in the list of existing categories. If there are no existing categories, a message will appear to alert the user and return to the Category menu.



Browse Items within Category
This use case begins when the user picks the "View Items List for a Category" option from the Category menu and the user has to enter a name of an existing category. It will display all items within that category with id, name, quantity, category, and notes fields. If there are no existing categories, a message will appear to alert the user and return to the Category menu.

Search for Item
This use case allows users to search the inventory for an item by it's name. It begins when the user picks the "Search for Item by Name" option from the Items menu and the user has to enter an item's name. All possible matches will be displayed and then automatically return to the Items menu

Delete Item
This use case begins when the user picks the "Delete Item" option from the Items menu. The user has to enter an item's name to delete it. The item will then be removed from the inventory system, and its category will be updated to keep the correct number of items and the list of items. The item will not appear in the list of existing items. If there are no existing items, a message will appear to alert the user and return to the Items menu.