CSCI 360: Group Activity #3
Use Descriptions
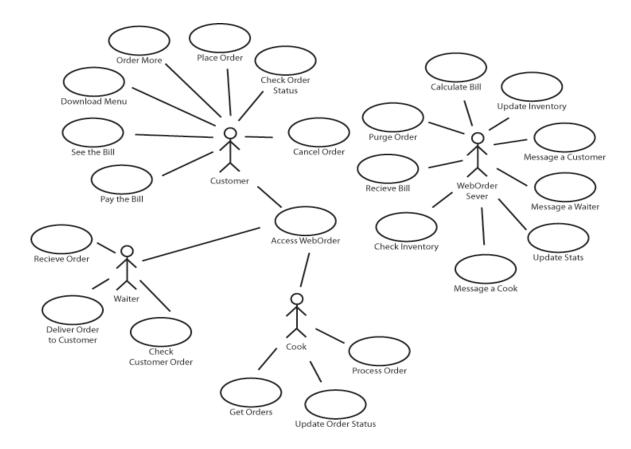**01-22-07**

Dennis Crenshaw
Errol Pelchat
Luca Pellicoro

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Use Case Diagram

This is higher Level Global use case draft diagram that we created in order to organize our thoughts. From this we decided to write a use case description of the process involving the placing of an order.

Final

Use Case 1: Place an Order
Actors: WebOrder interface, WebOrder server
Stakeholders and Needs: Customer – To place an order quickly and easily
                                Cook – To receive a complete and final order
Preconditions: Customer must be seated at a table in the restaurant.
Postconditions: The order is placed, processed, and delivered at least as quickly as it would have been without the WebOrder system.
    Trigger: Customer submits an order.
    Basic Flow:
1) Customer submits an order.
2) WebOrder server checks and updates inventory
3) WebOrder interface confirms order
4) WebOrder server routes order to cook
5) WebOrder server gives the Customer an ETA on his order.

Extensions:
    *a) Customer cancels the order: The use case ends.
    2a) There isn't sufficient items to complete the order: The WebOrder server informs the customer that he may make another choice.
    3a) The customer changes the order:
        3a1. The information is updated before being confirmed and send to the Cook.
    4a) Cook is unable to be reached:
        4a1. The customer is informed that there will be a wait before his order is processed.
        4a2. The customer decides that is unacceptable and cancels the order.
    5a) The customer decides the ETA is unacceptable:
        5a1. The customer decides on something else and changes it.

Changes:
From our draft version we changed three things. First we though we should add a update inventory to the second step in the basic flow. This way the integrity of the inventory is maintained as orders are made. The second change is too the trigger. It originally said "Customer places order", but this is the process we are trying to organize. It has been changed to "Customer submits an order". The third thing we change was the first step in the basic flow. It was changed to "Customer submits an order" from "Customer places order". We did this for the same reason the trigger was changed. Additionally, the redundant "cancel order" extensions were removed.

Draft

Use Case 1: Place an Order
Actors: WebOrder interface, WebOrder server
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            Cook – To receive a complete and final order
Preconditions: Customer must be seated at a table in the restaurant.
Postconditions: The order is placed, processed, and delivered at least as quickly as it would have been without the WebOrder system.
Trigger: Customer places an order.
Basic Flow:
6) Customer places order
7) WebOrder server checks inventory
8) WebOrder interface confirms order
9) WebOrder server routes order to cook
10) WebOrder server gives the Customer an ETA on his order.
Extensions:
*a) Customer cancels the order: The use case ends.
2a) There aren't sufficient items to complete the order: The WebOrder server informs the customer that he may make another choice.
3a) The customer changes the order:
   3a1. The information is updated before being confirmed and send to the Cook.
   3a2. The customer cancels the order: use case ends.
4a) Cook is unable to be reached:
   4a1. The customer is informed that there will be a wait before his order is processed.
   4a2. The customer decides that is unacceptable and cancels the order.
5a) The customer decides the ETA is unacceptable:
   5a1. The customer cancels the order.
   5a2. The customer decides on something else and changes it.

Team Assessment:

1. Did your team improve its performance from last week?
   We are getting more comfortable working in a team.

2. Did this activity help you achieve learning objectives?
   Yes. We are more familiar with use case descriptions and diagrams.

3. How could the instructor help improve this activity?

   There was a bit of confusion over what was to be included in the deliverable. We were not sure if we needed to include the use case diagram or not.