Use Case Description

Table of content

[1. Use case: Level 1 2](#_Toc325657061)

[1.1. Level 2 - System Management 3](#_Toc325657062)

[1.2. Level 2 - Customer Management 3](#_Toc325657063)

[1.3. Level 2 - Category Management 4](#_Toc325657064)

[1.4. Level 2 - Product Management 4](#_Toc325657065)

[1.5. Level 2 - Bill Management 5](#_Toc325657066)

[1.6. Level 2 - Retail Stores Management 5](#_Toc325657067)

[1.7. Level 2 – User Computer Management 6](#_Toc325657068)

[2. Use case Descriptions 6](#_Toc325657069)

[2.1. System Management 6](#_Toc325657070)

[2.2. Customer Management 6](#_Toc325657071)

[2.3. Category Management 6](#_Toc325657072)

[2.4. Product Management 6](#_Toc325657073)

[2.5. Bill Management 6](#_Toc325657074)

[2.6. Retail Stores Management 8](#_Toc325657075)

[2.7. User Computer Management 10](#_Toc325657076)

# 1. Use case: Level 1



## Level 2 - System Management



## Level 2 - Customer Management



## Level 2 - Category Management



## Level 2 - Product Management



## Level 2 - Bill Management



## Level 2 - Retail Stores Management



## Level 2 – User Computer Management



# Use case Descriptions

## System Management

|  |  |
| --- | --- |
| **Use Case Title:** | **Use Case ID:** |
| **General Use Case Description:** | |
| **Entities Involved:** | |
| **Preconditions:** | |
| **Primary Use Case Flow of Events:** | |
| **Primary Use Case Post Conditions:**  Successful:  Fail: | |
| **Alternate Use Case #1 Flow of Events:** | |
| **Alternate Use Case #1 Post Events:** | |

## Customer Management

|  |  |
| --- | --- |
| **Use Case Title:** | **Use Case ID:** |
| **General Use Case Description:** | |
| **Entities Involved:** | |
| **Preconditions:** | |
| **Primary Use Case Flow of Events:** | |
| **Primary Use Case Post Conditions:**  Successful:  Fail: | |
| **Alternate Use Case #1 Flow of Events:** | |
| **Alternate Use Case #1 Post Events:** | |

## Category Management

|  |  |
| --- | --- |
| **Use Case Title:** | **Use Case ID:** |
| **General Use Case Description:** | |
| **Entities Involved:** | |
| **Preconditions:** | |
| **Primary Use Case Flow of Events:** | |
| **Primary Use Case Post Conditions:**  Successful:  Fail: | |
| **Alternate Use Case #1 Flow of Events:** | |
| **Alternate Use Case #1 Post Events:** | |

## Product Management

|  |  |
| --- | --- |
| **Use Case Title:** | **Use Case ID:** |
| **General Use Case Description:** | |
| **Entities Involved:** | |
| **Preconditions:** | |
| **Primary Use Case Flow of Events:** | |
| **Primary Use Case Post Conditions:**  Successful:  Fail: | |
| **Alternate Use Case #1 Flow of Events:** | |
| **Alternate Use Case #1 Post Events:** | |

## Bill Management

|  |  |
| --- | --- |
| **Use Case Title:** Add New Bill | **Use Case ID:** |
| **General Use Case Description:** This use case helps cashiers who work at retail stores make bill-paying for customers. Cashier can use barcode reader or directly enter the product code and product number by keyboard, then use the payment function to save to database and printed out bills for customers. | |
| **Entities Involved:** Cashier, Retail Store | |
| **Preconditions:**  User is assigned authorized to use this function  User has chosen Bill Management function  The system is available. | |
| **Primary Use Case Flow of Events:**  User choose “Add new bill” button  Program displays Add new store interface  User fills in Bar Code text field  User choose “Add” button  The system load information from database to the “Product List” table on the interface.  User fills in Quantity text field  User scan or fill in customer Loyalty card ID  The system load information from database and show customer name with their point on the interface  If customer want to use their point to pay bill, User choose “Type to pay bill”  There are three ways to pay bill:  Pay by cash: User does not fill in “Point” text field. The system auto shows all the money customer has to pay in “Cash” text field.  Pay by point: User fills in “Point” text field if user has enough point to pay that bill, the system auto shows “0 VND” in “Cash” text field.  Pay by point and cash: User fills in “Point” text field, the system shows money that customer still has to pay with that bill in “Cash” text field.  User choose “Pay by Cash”  User choose Pay bill button  The system stores the bill’s information that has just been created and prints the bill. Then the program returns to bill management interface  End Use-case | |
| **Primary Use Case Post Conditions:**  Successful: Create new successful. The system stores the bill’s information that has just been created and prints the bill. Then the program returns to bill management interface  Fail: Can’t print the bill | |
| **Alternate Use Case #1 Flow of Events:**  The bar code is invalid (starting from step 5 of the main flow)  Program loads information from database and shows message “The bar code is invalid”  User clicks "OK" to confirm  Program allows user to retype the bar code  End Use-case | |
| **Alternate Use Case #1 Post Events:** | |

## Retail Stores Management

|  |  |
| --- | --- |
| **Use Case Title:** Add New Store | **Use Case ID:** |
| **General Use Case Description:** This use case help the manager add new sale store. This function can also split products of retail stores that are consumed, as well as regulate the product price. | |
| **Entities Involved:** Manager, Retail Store | |
| **Preconditions:**  User is assigned authorized to use this function  User has chosen Retail Stores Management function  The system is available | |
| **Primary Use Case Flow of Events:**  User choose “Add new store” button  Program displays Add new store interface  User fills in Store name text field  User fills in Address text field  User chooses a Category  Program displays Products which has in that Category  User chooses a Product  Program add the product which user just has chosen to the Product List with the standard Price  User can edit the Price base on how much the store want to sell that product.  User clicks "OK".  Program shows message "Are you sure you want to create new retail store’s information as above?"  User clicks "OK" to confirm  The system stores the retail store’s information that has just been created and returned to retail store management interface  End Use-case | |
| **Primary Use Case Post Conditions:**  Successful: Create new successful. The system stores the retail store’s information that has just been created and returned to retail store management interface  Fail: Failed to create new | |
| **Alternate Use Case #1 Flow of Events:**  There is a store with already name (starting from step 11 of the main flow)  Program shows message "Are you sure you want to create new retail store’s information as above?"  User clicks "OK" to confirm  Program check in database and found that it has a store with already name  Program display warning dialog “There is a store with already name. Please fill in again”  End Use-case | |
| **Alternate Use Case #1 Post Events:** | |

## User Computer Management

|  |  |
| --- | --- |
| **Use Case Title:** | **Use Case ID:** |
| **General Use Case Description:** | |
| **Entities Involved:** | |
| **Preconditions:** | |
| **Primary Use Case Flow of Events:** | |
| **Primary Use Case Post Conditions:**  Successful:  Fail: | |
| **Alternate Use Case #1 Flow of Events:** | |
| **Alternate Use Case #1 Post Events:** | |