<Restaurant Manager>

Use-Case Model

Version <1.0>

Revision History

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Table of Contents

1. Use-Cases Identification 4

2. UML Use-Case Diagrams 4

# Use-Cases Identification

[Identify actors, scenarios and use cases. Describe the three most important use-cases according to the following format:

***Use case: <use case goal>***

***Level: <one of: summary level, user-goal level, sub-function>***

***Primary actor: <a role name for the actor who initiates the use case>***

***Main success scenario: <the steps of the main success scenario from trigger to goal deliverye following format:>***

***Extensions: <alternate scenarios of success or failure>***

]

Use case: Introduce table number

Level: User-goal level

Primary actor: Client

Main success scenario:

The client enters the restaurant and approaches the host or hostess.

The host or hostess greets the client and asks for the table number.

The client provides the table number.

The host or hostess leads the client to the designated table.

Extensions: None

Use case: See menu

Level: User-goal level

Primary actor: Client

Main success scenario:

The client sits at the table and picks up the menu.

The client browses through the menu to view the available items and their prices.

The client selects the desired item(s) to order.

Extensions: None

Use case: Call waiter

Level: User-goal level

Primary actor: Client

Main success scenario:

The client presses the call button located on the table.

The waiter notices the call signal and approaches the table.

The waiter greets the client and asks for their request.

The client provides their request.

Extensions: None

Use case: See total of ordered products

Level: User-goal level

Primary actor: Client

Main success scenario:

The client finishes ordering.

The waiter confirms the order and informs the client of the total amount due.

Extensions: None

Use case: Choose payment method

Level: User-goal level

Primary actor: Client

Main success scenario:

The client informs the waiter of their preferred payment method.

The waiter provides the necessary information and facilitates the payment process.

The payment is successfully completed.

Extensions: None

Use case: Tip waiter

Level: User-goal level

Primary actor: Client

Main success scenario:

The client finishes the payment process.

The client informs the waiter of the desired tip amount.

The waiter receives the tip and thanks the client.

Extensions: None

Use case: See status of tables

Level: User-goal level

Primary actor: Waiter

Main success scenario:

The waiter accesses the system to view the status of the tables.

The system displays the status of the tables, including whether they are occupied or vacant.

Extensions: None

Use case: See details of orders

Level: User-goal level

Primary actor: Waiter

Main success scenario:

The waiter accesses the system to view the details of the orders from a specific table.

The system displays the details of the orders, including the items ordered and their quantities.

Extensions: None

Use case: Be called by customers

Level: User-goal level

Primary actor: Waiter

Main success scenario:

A customer presses the call button located on the table.

The waiter notices the call signal and approaches the table.

The waiter greets the client and asks for their request.

The customer provides their request.

Extensions: None

Use case: Modify menu

Level: Summary level

Primary actor: Admin

Main success scenario:

The admin logs into the system with appropriate credentials.

The admin navigates to the menu management section of the system.

The admin adds, removes, or modifies menu items as necessary.

Extensions: None

Use case: Manage total order prices

Level: Summary level

Primary actor: Admin

Main success scenario:

The admin logs into the system with appropriate credentials.

The admin navigates to the order management section of the system.

The admin adjusts the total order prices as necessary.

Extensions: None

# UML Use-Case Diagrams

