**Use Case Document**

**Baseball Card Library**

**Brigham Young University**

**CIT 360**

**Date**

**03/30/2020**

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# Introduction

(The Use Case Document is a business document which provides a story of how a system, and its actors, will be utilized to achieve a specific goal. An effective Use Case should provide a detailed step-by-step description of how the system will be used by its actors to achieve the planned outcome.)

This Use Case is being put together for my CIT 360 class to discuss adding baseball cards to a library database. The database will have users and administrators that can add cards and their respective information so the owner can easily look-up cards based upon name, card type, year, and value.

# Explanation of Use Case Contents

Use Case formats and contents may vary based on system requirements, organizational standards, or unique situations. However, a majority of Use Cases consist of some fundamental contents which may be applied across a wide range of system types. This section will provide explanations for each section of the Use Case.

Name of Use Case: Provide a short name for the use case which should lend itself to the objective of the system.

Description: This section should provide a description of both the reason for using the use case and the expected outcome of the use case.

Actors: Actors may be primary or secondary. Primary actors are the people who will be initiating the system described in the use case. Secondary actors are those will participate in the completion of the use case.

Precondition: This section should describe any conditions that must be true or activities that must be completed prior to executing the use case.

Postcondition: This section should describe the state of the system at the conclusion of the use case. Postconditions may include conditions for both successful and unsuccessful execution of the use case.

Flow: This section should describe all actions of the user and the expected system responses for planned normal execution of the use case. The description should be sequential and provide adequate detail to understand all user actions and system responses.

Alternative Flows: Many use cases have varying or special extensions or conditions which are separate from the main flow but also necessary. Alternative flows are usually the result of options or exceptions built into the use case which may alter the primary flow.

Exceptions: When use cases are executed, there may be various conditions which result in errors. This section should describe any errors that may result during use case execution and how the system will react or respond to those errors.

Requirements: This section should describe any non-functional or special requirements for the system as the use case is executed. These requirements may consist of legal or regulatory requirements, quality standards, or organizational requirements that are outside of the functional requirements the system is expected to perform.

# Baseball card use case

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Name of Use Case:** | Baseball Card Library | | | |
| **Created By:** | Brandon Davis | | **Last Updated By:** | Brandon Davis |
| **Date Created:** | 03/30/2020 | | **Last Revision Date:** | N/A |
|  | |  | | |
| **Description:** | | Users can create a library and then add or delete baseball cards to the library. They can add in details as well including; the name of the player, year of card, value of card and number of cards. | | |
| **Actors:** | | Users and administrator | | |
| **Preconditions:** | | 1. Users will need to be given access to create and modify a library 2. Admins will need to be given all permissions to all libraries | | |
| **Postconditions:** | | 1. Cards are added to the database and details are accessible. | | |
| **Flow:** | | 1. User will choose to create a library or add to an existing library 2. User will choose whether they are adding or deleting a card to a matter 3. If User chooses to add a card. The user will add the name, the value, the year, and the number of the card 4. User will submit the card to the matter 5. If User chooses to delete a card, they will search for the card and delete it from the matter 6. User will verify they want to delete the card and submit 7. The card will be added or deleted to the library 8. Administrators will have access to all libraries and all permissions and can perform any functions that users can | | |