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Use Case Diagram / Screen Sketch

OSU- CS 361: Software Engineering I

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Use Case Diagram

A diagram of a company

Description automatically generated

**Screen Sketch:** Use Case - Employee Retrieving Ordered Bike

Window #1: Open Requests

This window will display the current requests for bicycles needed from the back of the store to be brought to the front. It will show in a table the open requests by their number, and the time elapsed since the request was made. This timer will be auto increasing. Each row in the table is clickable, which will bring the user to the information about the request (window #2).

A close-up of a window

Description automatically generated

Window #2: Request Information

Displays information about the request. It will display the request number, the name of the primary customer making the request, and a table that shows both what bike is requested and where that bike can be found in the back. There is also a check box in each row to be used when a bike has been found and is ready to be brought out. There are two main buttons on this window: Back - takes the user back to the Open Request window, Request Fulfilled – pressed when the bike has been delivered to the customer; logs that the request was fulfilled in system and takes creates a pop-up window (window #3)

A close-up of a computer screen

Description automatically generated

Window #3: Request Fulfilled Pop-up

Informs the user that the request has been logged by the system. The user can manually close the pop-up window by the x in the corner or wait until the window closes automatically after a set amount of time. When the window closes, the user will be brought back to the Open Request window (window #1)

