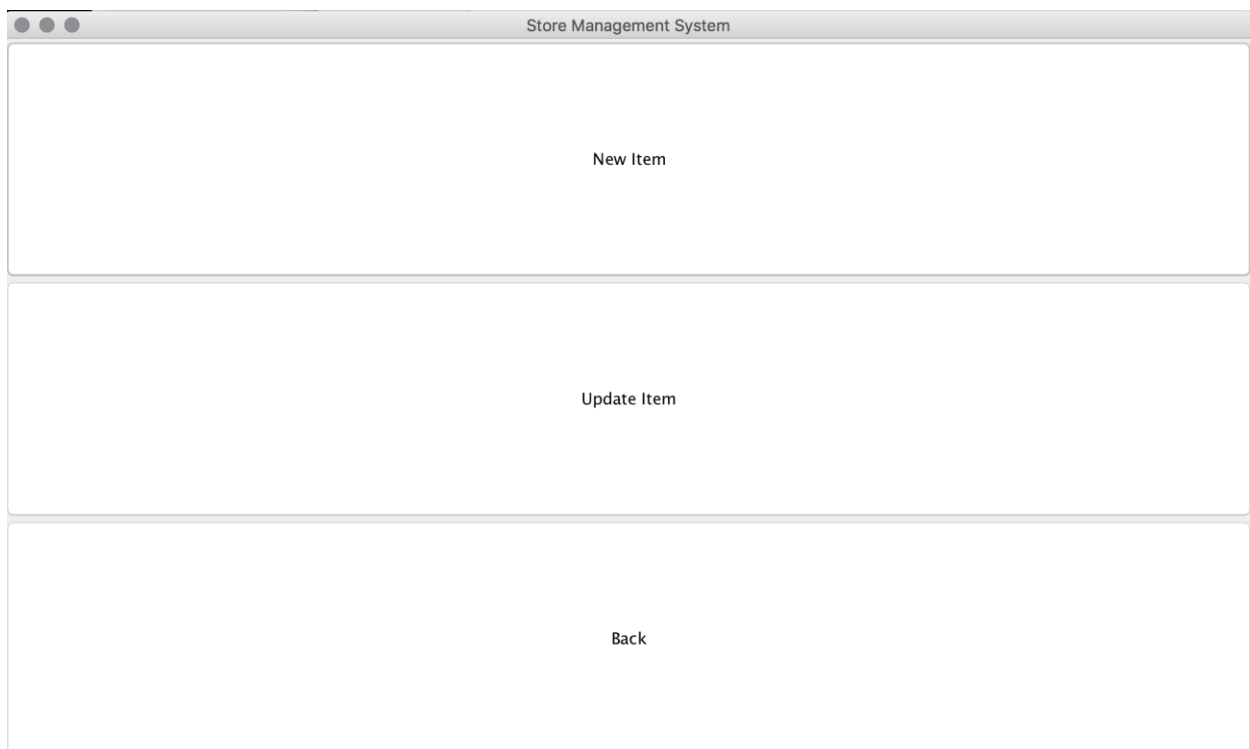
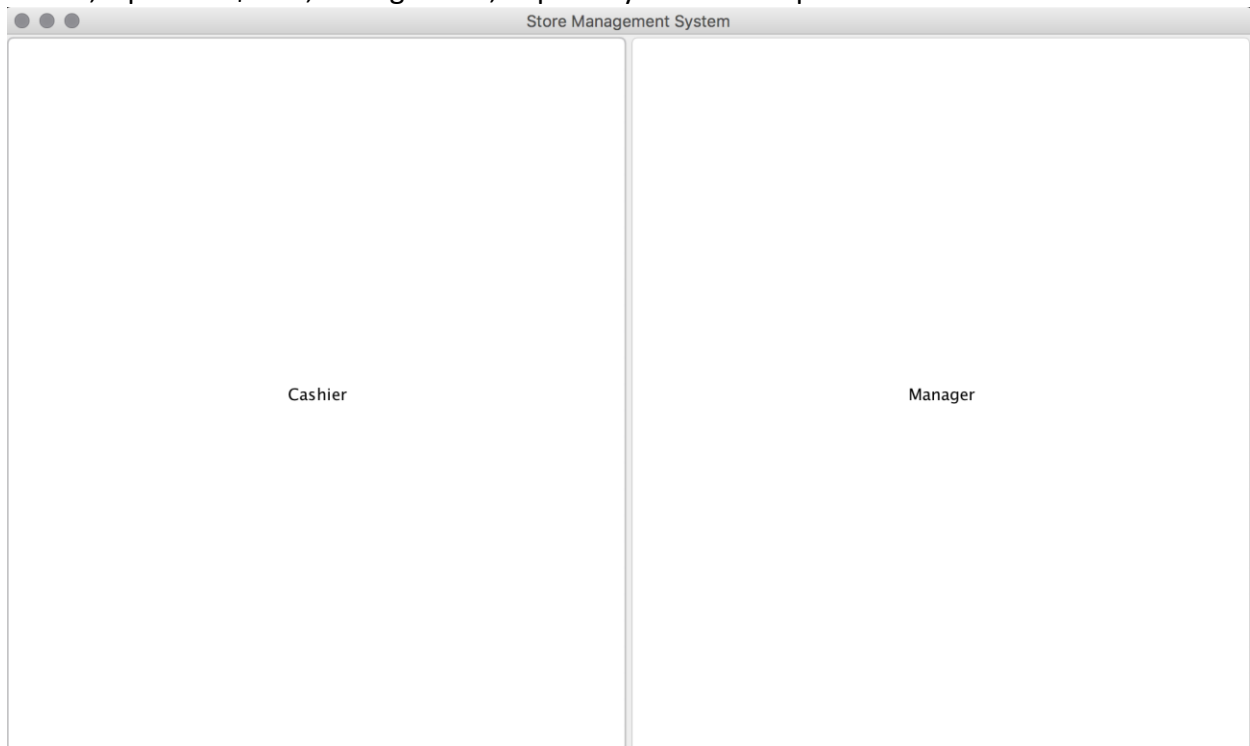



Scenario 1 we add a new item to the store management system. We add bread, with an item ID of 102, a price of \$5.00, a weight of 0, a quantity of 10 and a producer if of 200.



Store Management System

create new Item



ID#

Name

Price

Weight

Quantity

Producer

Cancel


OK

Back

Store Management System

New Item

create new Item



ID#

102

Name

bread

Price

5.00

Weight

0

Quantity

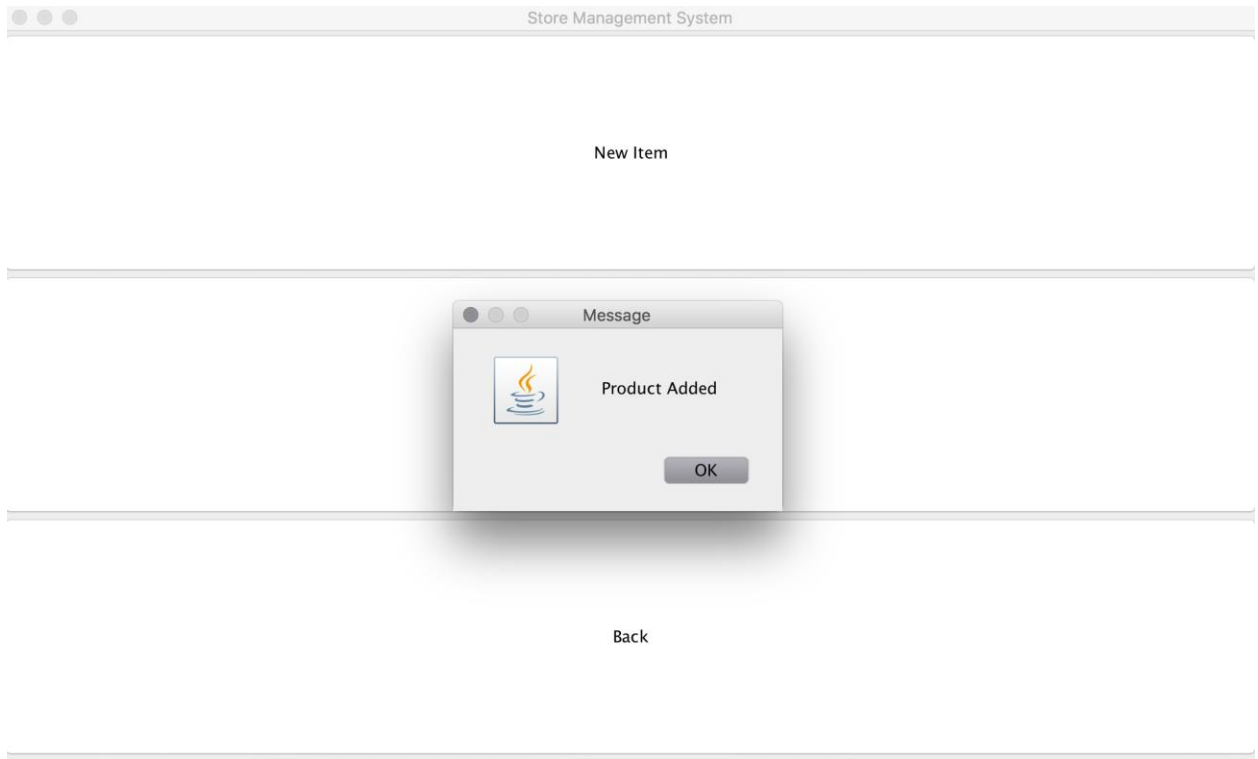
10

Producer

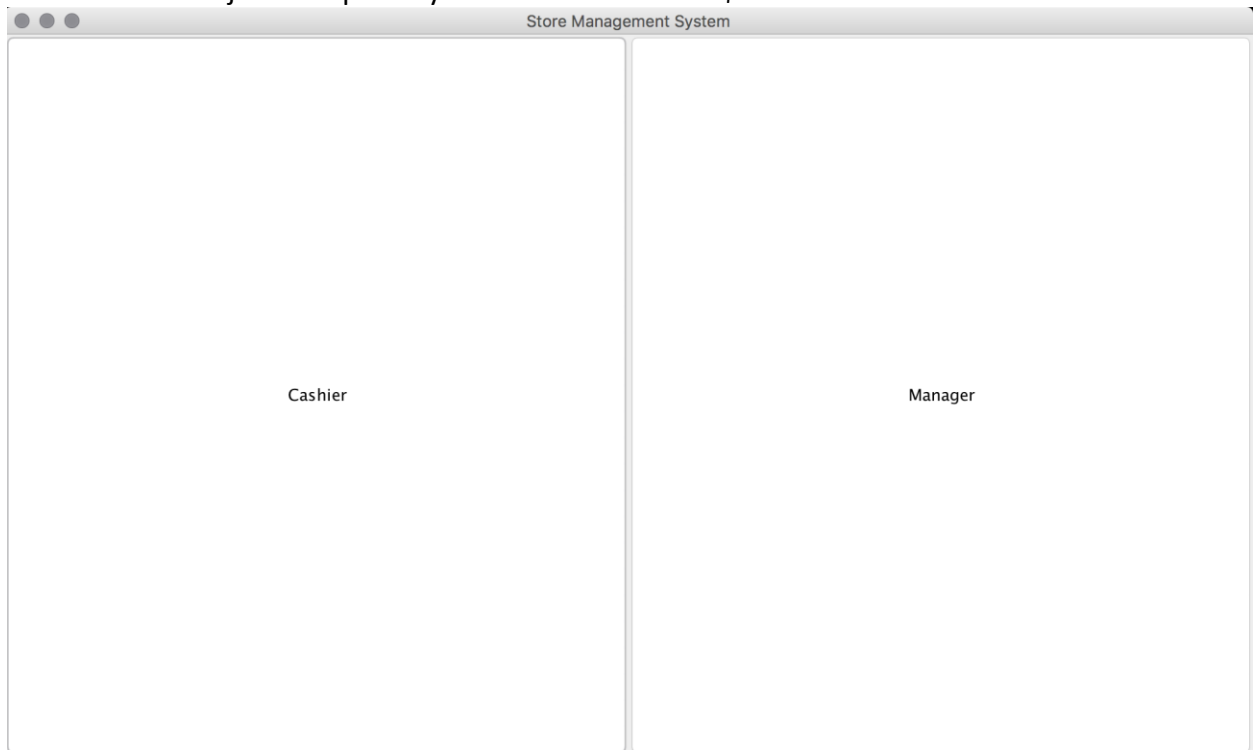
200

Cancel

OK



Scenario 2 we adjust the quantity of the above item to \$6.50.



● ● ●

Store Management System

New Item

Update Item

Back

● ● ●

Store Management System

New Item

● ● ●

Update Item



ID#


Cancel

OK

Back

Store Management System

New Item



ID#

Cancel

OK

Back


● ● ●

Store Management System

New Item

● ● ●

Update Item



Name

bread

Price

5.0

Weight

0.0

Quantity

10

Producer

200

Cancel

OK

Back


● ● ●

Store Management System

New Item

● ● ●

Update Item



Name

bread

Price

6.5

Weight

0.0

Quantity

10

Producer

200

Cancel

OK

Back

Scenario 3 we add 2 bread and a coke to the cart then pay cash and finish the transaction.

```
graph TD
    subgraph "Store Management System"
        direction TB
        UC1[1. Add Item]
        UC2[2. Remove]
        UC3[3. Apply Discount]
        UC4[4. Override]
        UC5[5. Payment]
        UC6[6. Back]
    end

    subgraph "Cashier"
        direction TB
        UC7[7. Add Item]
        UC8[8. Remove]
        UC9[9. Apply Discount]
        UC10[10. Override]
        UC11[11. Payment]
        UC12[12. Back]
    end

    subgraph "Manager"
        direction TB
        UC13[13. Add Item]
        UC14[14. Remove]
        UC15[15. Apply Discount]
        UC16[14. Override]
        UC17[15. Payment]
        UC18[16. Back]
    end

    UC1 --- UC7
    UC2 --- UC8
    UC3 --- UC9
    UC4 --- UC10
    UC5 --- UC11
    UC6 --- UC12
```

The diagram illustrates the use cases for a Store Management System, divided into three main roles: Cashier, Manager, and a central system area. The central area contains six use cases: 1. Add Item, 2. Remove, 3. Apply Discount, 4. Override, 5. Payment, and 6. Back. The Cashier role has corresponding use cases 7 through 12, and the Manager role has use cases 13 through 18. The use cases for the Cashier and Manager roles are identical to the central system use cases, suggesting they are specialized versions or have the same functionality. The use cases are numbered 1 through 18, with the Manager role having a duplicate of use case 14 (Override) and use case 15 (Payment).

Store Management System


ID#	Name	Quantity	Weight	Price
-----	------	----------	--------	-------

Add Item

Remove

Apply Discount

Add Item



ID#

quantity

Cancel OK

Back

\$0.0

Store Management System


ID#	Name	Quantity	Weight	Price
-----	------	----------	--------	-------

Add Item

Remove

Apply Discount

Add Item



ID#
102

quantity
2

Cancel OK

Back

\$0.0

Store Management System

ID#	Name	Quantity	Weight	Price
102	bread	2.0	0.0	6.5

\$13.0

Add Item

Remove

Apply Discount

Override

Payment

Back

Store Management System

ID#	Name	Quantity	Weight	Price
102	bread	2.0	0.0	6.5

\$13.0

Add Item

Remove

Apply Discount

Override

Payment

Back

Add Item



ID#
101

quantity
1

CancelOK

Store Management System

ID#	Name	Quantity	Weight	Price
102	bread	2.0	0.0	6.5
101	coke	1.0	0.0	3.0

Cash

Credit/Debit

Gift Card

Finish

Back

\$16.0

Store Management System

Add Item

Remove

Apply Discount

Override

Payment

Back

\$16.0

Store Management System

ID#	Name	Quantity	Weight	Price
102	bread	2.0	0.0	6.5
101	coke	1.0	0.0	3.0

Cash


Credit/Debit

Gift Card

Finish

Back

Cash Payment



Enter Cash Amount

16.

Cancel

OK

\$16.0

Store Management System

ID#	Name	Quantity	Weight	Price
102	bread	2.0	0.0	6.5
101	coke	1.0	0.0	3.0

Cash

Credit/Debit

Gift Card

Finish

Back

\$0.0

ID#	Name	Quantity	Weight	Price
	Cash			
	Credit/Debit			
	Gift Card			
	Finish			
	Back			

\$0.0