Use Case 1: Theater

|  |  |  |
| --- | --- | --- |
| Step | User’s Action | System’s Response |
| 1 | [R]eserve |  |
| 2 |  | open a menu to access options to reserve seats and date |
| 3 | E[X]it |  |
| 4 |  | leave program |

Use Case 2: Customer

|  |  |  |
| --- | --- | --- |
| Step | User’s Action | System’s Response |
| 1 | Sign [U]p |  |
| 2 |  | make an account |
| 3 | Sign [I]n |  |
| 4 |  | sign into account |
| 5 | [V]iew |  |
| 6 |  | view the reservations of the user |
| 7 | [C]ancel |  |
| 8 |  | cancel the reservation of the user |

Use Case 3: System Manager

|  |  |  |
| --- | --- | --- |
| Step | User’s Action | System’s Response |
| 1 | make reservation |  |
| 2 |  | stores reservation for seat and date |

Use Case 4: Payment

|  |  |  |
| --- | --- | --- |
| Step | User’s Action | System’s Response |
| 1 | payment comes through |  |
| 2 |  | confirms payment and make reservation |
| 3 | [O]ut |  |
| 4 |  | displays receipt |