Request Stock Items

The main actor in this scenario is the Warehouse Manager that needs to maintain a certain level of stock inventory in his warehouse so he could have products available for a retailer. The amounts of products that need to be ordered from the HQ to the Warehouse are based on the manager’s decision, as the system will provide only the current stock inventory of the Warehouse. Also, the decision is communicated verbally between the managers of Warehouse and HQ. The first step is to add products to the “Request List” that can be done through the Inventory menu and to send or edit/ remove list items will be performed through the Requests menu tab. System will automatically send the products and add them to the Warehouse Stock Inventory.

|  |  |
| --- | --- |
| Use case | **Request Stock Items** |
| Summary | User requests a list of Stock Items from HQ |
| Actor | Warehouse manager |
| Precondition | Items are added to the request list |
| Postcondition | Items are requested and added to Warehouse Inventory  Items are subtracted from the second entity’s Inventory |
| Base sequence | 1. User selects Requests menu 2. System displays a list of items to request   IF user wants to edit the requests, go to 3  IF user wants to remove an item, go to 4  ELSE go to 5  3.a. User clicks an item  3.b. User clicks Edit  3.c. System opens new window with item information  3.d. User edits and confirms  3.e. System stores the changes  3.f. Go to step 2  4.a. User clicks an item  4.b. User clicks remove  4.c. System prompts for confirmation and user confirms  4.d. System stores the changes  4.e. Go to step 2  5. User presses “Send” button   1. System prompts for confirmation and user confirms 2. Request list is sent to the server |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel at any time. |

|  |  |
| --- | --- |
| Use case | **Add Item to Request list** |
| Summary | User adds items to the Request list from the inventory |
| Actor | Warehouse manager |
| Precondition | Item is stored |
| Postcondition |  |
| Base sequence | 1. User selects inventory menu 2. User clicks an item 3. User selects add to Request list 4. System returns a window with item details 5. User inputs item quantity and confirms 6. System adds the item to the Request list |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel anytime. |

Remove Employee from Warehouse

The Main Actor is the Warehouse Manager, who needs to delete an employee from the list, who is not working anymore in the Warehouse. He is able to perform this action by selecting Employee menu, selecting specific employee from the list and removing him via “Remove” button. The system will return a list with all the employees except of the removed one.

|  |  |
| --- | --- |
| Use case | **Remove Employee from Warehouse** |
| Summary | User removes employee from Warehouse Employee List |
| Actor | Warehouse manager |
| Precondition | Employee is stored |
| Postcondition |  |
| Base sequence | 1. User selects Employee menu 2. User selects employee from the list 3. User selects Remove Employee 4. System returns a window with confirmation 5. User confirms removal of employee 6. System removes employee and updates the Employee List |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel anytime. |

Remove Employee from Headquarter

The Main Actor is the Headquarter Manager, who needs to delete an employee from the list, who is not working anymore in the Headquarter. He is able to perform this action by selecting Employee menu in the Headquarter section, selecting specific employee from the list and removing him via “Remove” button. The system will return a list with all the employees except of the removed one.

|  |  |
| --- | --- |
| Use case | **Remove Employee from Headquarter** |
| Summary | User removes employee from Headquarter Employee List |
| Actor | Headquarter manager |
| Precondition | Employee is stored |
| Postcondition |  |
| Base sequence | 1. User selects Employee menu 2. User selects employee from the list 3. User selects Remove Employee 4. System returns a window with confirmation 5. User confirms removal of employee 6. System removes employee and updates the Employee List |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel anytime. |

Remove Stock Item from Warehouse

The Main Actor is the Warehouse Manager, who needs to control Inventory by deleting stock items from the list. He is able to perform this action by selecting Inventory menu, selecting specific Stock Item from the list and removing it via “Remove” button. The system will return a list with all the Stock Items except of the removed one.

|  |  |
| --- | --- |
| Use case | **Remove Stock Item from Warehouse** |
| Summary | User removes Stock Item from Warehouse Stock Item List |
| Actor | Warehouse manager |
| Precondition | Stock Item is stored |
| Postcondition |  |
| Base sequence | 1. User selects Inventory Menu 2. User selects Stock Item from Stock Item List 3. User selects Remove Item 4. System returns a window with confirmation 5. User confirms removal of Stock Item 6. System removes Stock Item and updates the Stock Item List |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel anytime. |

Remove Stock Item from Headquarter

The Main Actor is the Headquarter Manager, who needs to control Inventory by deleting stock items from the list. He is able to perform this action by selecting Inventory menu, selecting specific Stock Item from the list and removing it via “Remove” button. The system will return a list with all the Stock Items except of the removed one.

|  |  |
| --- | --- |
| Use case | **Remove Stock Item from Headquarter** |
| Summary | User removes Stock Item from Headquarter Stock Item List |
| Actor | Headquarter manager |
| Precondition | Stock Item is stored |
| Postcondition |  |
| Base sequence | 1. User selects Inventory Menu 2. User selects Stock Item from Stock Item List 3. User selects Remove Item 4. System returns a window with confirmation 5. User confirms removal of Stock Item 6. System removes Stock Item and updates the Stock Item List |
| Exception sequence |  |
| Sub use case |  |
| Notes | The user can cancel anytime. |