Requests and receive Stock Item from Warehouse to Shop

The main actor in this scenario is the Shop Manager that needs to maintain a certain level of stock inventory in his shop so he could have products available for his customers. The amounts of products that need to be ordered from the Warehouse to the Shop are based on the manager’s decision, as the system will provide only the current stock inventory of the Shop. Also, the decision is communicated verbally between the managers of Shop and Warehouse. 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 Shop stock inventory.

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| Use case | **Request and receive Stock Item from Warehouse to Shop** |
| Summary | User requests new products from Warehouse to be added in the Shop Inventory |
| Actor | Shop manager |
| Precondition | Stock Item requested is stored in Shop and Warehouse Inventory |
| Postcondition | Items are requested and added to Shop Inventory, items are substracted from second entity’s Stock 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   1. User presses confirm request 2. System prompts for confirmation and user confirms 3. Request list is sent to the server |
| Exception sequence |  |
| Sub use case |  |
| Notes | User can decide to cancel at any time. |

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| 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. |

Input and store all sales units at Store

Main actor is the Shop Manager that has in his duties to record all the sales of products that have been made in the Shop. The purpose of this task is to have an overview of the sales but also to modify the Shop stock inventory so it can be accurate and precise. Another consequence of this action would be to add stock items to the request list in case more products are neede from the Warehouse to the Shop.

Shop manager will access the Inventory menu and will select one of the items from the list. At the bottom of the page he will be able to input the quantity of sold products and once he will press SELL, the sale will be recorded and the stock inventory will be updated.

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| Use case | **Input and store all sales units at the Shop** |
| Summary | Store sales |
| Actor | Shop manager |
| Precondition | Stock Item requested is stored in Shop Inventory |
| Postcondition | Items are requested and added to Shop Inventory |
| Base sequence | 1. User selects Inventory 2. System returns a list of Stock Items 3. User selects an Item from List 4. User inputs quantity 5. User click SELL 6. System updates Sales and Stock Inventory |
| Exception sequence |  |
| Sub use case | This function can be used in case the manager needs to make a refund. He will follow the same steps but in step 3 he will input a negative number. |
| Notes | User can decide to cancel at any time. |

Check Stock Item at Shop

The Main Actor is the Shop Manager and he needs to have access to the overview of the Stock Items that he currently has in this Shop. He is able to perform this action by selecting Inventory menu and the system will return a list with all the stock items and quantities that are in the Shop.

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| Use case | **Check Stock Item at Shop** |
| Summary | User checks the list of Stock Items at the Shop |
| Actor | Shop manager |
| Precondition | Stock Item is added |
| Postcondition | List of Stock Items is displayed |
| Base sequence | 1. User selects inventory menu 2. System returns list of Stock Items |
| Exception sequence |  |
| Sub use case |  |
| Notes |  |

Add Stock Item to Shop

Shop Manager, main actor, will receive notifications from the Headquarter with the new products that have to added to the Stock Inventory as they will start selling new products. In these notifications from Headquarter to Shop will be done manually with all product info. Adding process will be done manually.

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| Use case | **Store Stock Item to Shop** |
| Summary | User adds and stores a new Stock Item |
| Actor | Shop manager |
| Precondition |  |
| Postcondition | Item is added |
| Base sequence | 1. User selects inventory menu 2. User selects “Add item stock” 3. User fills in the fields with stock item information 4. User clicks and selects “Add” 5. System stores the new Stock Item and sends it to the server to be stored in the database |
| Exception sequence |  |
| Sub use case |  |
| Notes | User can decide to cancel at any time. |