# **Functional System Use Cases**

## Use Case 1: Display Main Menu

## **Description**

Display the main menu with options based on the BUNZL menu system.

#### **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User has the necessary permissions to access the menu.

#### **Main Flow**

- 1. User logs into the system.
- 2. The system calls program DSB002 to get user data from the user control file and place it in the LDA.
- 3. The system calls program MNU003 with parameters OUTQ, FRMENU, and TOMENU.
- 4. The main menu is displayed with options based on the user's profile and permissions.

#### **Postconditions**

• The main menu is displayed with the correct options for the user.

#### **Extends or Includes**

• Includes: DSB002 to get user data.

• Includes: MNU003 to display the menu.

## Use Case 2: Change Company Number

#### **Description**

Allow users to change the company number.

## **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is on the main menu screen.

#### **Main Flow**

1. User presses F11 to change the company number.

- 2. The system calls program MNU010 to handle the change.
- 3. The system updates the company number in the LDA.

#### **Postconditions**

• The company number is updated in the LDA.

## **Extends or Includes**

• Includes: MNU010 to handle the change of company number.

# Use Case 3: Display Error Message

## **Description**

Display an error message when an invalid option is selected.

## **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is on the main menu screen.

## **Main Flow**

- 1. User selects an invalid option from the menu.
- 2. The system evaluates the option and determines it is invalid.
- 3. The system calls program UT0500 to display the error message.

#### **Postconditions**

• An error message is displayed to the user.

#### **Extends or Includes**

Includes: UT0500 to display the error message.

## Use Case 4: Load Subfile Page

## **Description**

Load a page of the subfile with menu options.

#### **Primary Actor**

User

#### **Preconditions**

User is logged into the system.

• User is on the main menu screen.

#### **Main Flow**

- 1. User navigates through the menu options.
- 2. The system loads a page of the subfile with the next set of menu options.
- 3. The system displays the loaded page to the user.

#### **Postconditions**

• A new page of menu options is displayed to the user.

#### **Extends or Includes**

None

## Use Case 5: Execute Menu Option

## **Description**

Execute a selected menu option.

## **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is on the main menu screen.

#### **Main Flow**

- 1. User selects a menu option.
- 2. The system evaluates the selected option.
- 3. If the option is valid and the user has the necessary permissions, the system executes the option.
- 4. The system calls the appropriate program or command based on the selected option.

#### **Postconditions**

• The selected menu option is executed.

#### **Extends or Includes**

None

# Use Case 6: Track Menu Option Usage

## **Description**

Track the usage of menu options by users.

## **Primary Actor**

System

#### **Preconditions**

- User is logged into the system.
- User selects a menu option.

#### **Main Flow**

- 1. User selects a menu option.
- 2. The system captures the details of the selected option.
- 3. The system writes a record to the MNUUSG file to track the usage.

#### **Postconditions**

• The usage of the menu option is tracked in the MNUUSG file.

#### **Extends or Includes**

None

## Use Case 7: Display Handheld Menu

#### **Description**

Display a cut-down version of the menu for handheld devices.

## **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is accessing the system from a handheld device.

#### **Main Flow**

- 1. User logs into the system from a handheld device.
- 2. The system detects the device type.
- 3. The system displays a cut-down version of the menu suitable for handheld devices.

#### **Postconditions**

• A cut-down version of the menu is displayed on the handheld device.

#### **Extends or Includes**

None

#### **Description**

Get user data from the user control file and place it in the LDA.

## **Primary Actor**

System

#### **Preconditions**

• User is logged into the system.

#### **Main Flow**

- 1. The system calls program DSB002.
- 2. The system retrieves user data from the BUUSERS file.
- 3. The system places the retrieved data in the LDA.

#### **Postconditions**

• User data is placed in the LDA.

#### **Extends or Includes**

• Includes: DSB002 to get user data.

# Use Case 9: Display Inquiry Menu Options

## **Description**

Allow users access to inquiry menu options.

#### **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User has the necessary permissions for inquiry options.

#### **Main Flow**

- 1. User logs into the system.
- 2. The system checks the SCINQUSR file to determine if the user has inquiry permissions.
- 3. The system displays the inquiry menu options to the user.

#### **Postconditions**

Inquiry menu options are displayed to the user.

## **Extends or Includes**

None

## Use Case 10: Display Help Screen

## **Description**

Display a help screen for the current menu.

## **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is on the main menu screen.

#### **Main Flow**

- 1. User presses F13 to display the help screen.
- 2. The system calls program UT0303 to display the help screen.
- 3. The help screen is displayed to the user.

#### **Postconditions**

• The help screen is displayed to the user.

#### **Extends or Includes**

• Includes: UT0303 to display the help screen.

# Use Case 11: Change Output Queue

## **Description**

Change the output queue for printing.

#### **Primary Actor**

User

#### **Preconditions**

- User is logged into the system.
- User is on the main menu screen.

### **Main Flow**

- 1. User enters a new output queue.
- 2. The system validates the new output queue.
- 3. If valid, the system updates the output queue.
- 4. The system changes the job's output queue to the new value.

#### **Postconditions**

• The output queue is updated.

## **Extends or Includes**

• None