# Hotel

# Use-Case: Check In

1. Brief Description

When a customer

Wants to stay at the hotel they check in

So that they can gain access to their room

1. Actors

Customer

1. Pre-Conditions
   1. The main menu is displayed
2. Normal Flow

The use case begins when customer selects check in option on the main menu.

|  |  |
| --- | --- |
| Actor | System |
|  | 1. Prompt to enter confirmation number |
| 1. Enter confirmation number | 1. Find booking by confirmation number |
|  | 1. Display booking information |
|  | 1. Prompt to confirm check in |
| 1. Confirm Check in | 1. Display check in confirmed message |
| 1. Continue |  |

The use case ends.

1. Alternate Flows
   1. Confirmation Number Not Found

If at step 3, of the normal flow the booking is not found, then

|  |  |
| --- | --- |
| Actor | System |
|  | The system displays a confirmation number not found message |

The normal flow is resumed at step 1.

* 1. Already Checked In

If at step 3, of the normal flow the booking is found, but has already checked in, then

|  |  |
| --- | --- |
| Actor | System |
|  | The system displays an already checked in message |

The normal flow is resumed at step 1.

* 1. Already Checked Out

If at step 3, of the normal flow the booking is found, but has already checked out, then

|  |  |
| --- | --- |
| Actor | System |
|  | The system displays an already checked out message |

The normal flow is resumed at step 1.

* 1. Room Not Ready

If at step 3, of the normal flow the booking is found, but the room is still occupied, then

|  |  |
| --- | --- |
| Actor | System |
|  | The system displays a room not ready message |

The normal flow is resumed at step 1.

1. Key Scenarios
   1. Successful check in
   2. No booking found
   3. Already checked in
   4. Already checked out
   5. Room not ready
2. Post-conditions
   1. Normal flow and other flows where a check in is successful.

Booking state updates to CHECKED\_IN

Room state updated to OCCUPIED

The active booking can be found by the hotel using the room number

* 1. All other unsuccessful scenarios

No change to anything