



## **Phase#1**

### **Use Case Diagram**



# Note:

- "Record Label" has been added because when the meat will be packed and labelled after the sacrifice, that label should also be recorded in the system so that the delivery can be made easier.
- Extension of "Make Receipt" has been made to "Make Booking" this is optional as receipt will only be generated if the booking is made. If no booking is made e.g. in the case the desired animal of the customer has already been booked, then no receipt will be generated.
- "Show Animal List" can be used in two ways:
  - 1) In "Make Booking" when the desired animal of the customer is already booked and customer wants to know about some other animals that are available for booking
  - 2) Customer, without visiting the animals, straight-away walks to any Mosque Official and asks him to show a list of available animals

## USE CASE: Record Delivery

<b>Name</b>		Record Delivery
<b>Summary</b>		Records the delivery of a particular pack of meat to the respective customer
<b>Actors</b>		Mosque Official
<b>Pre-condition(s)</b>		Booking has been made and Meat has been labeled
<b>Post-condition(s)</b>		Delivery of meat to a particular is recorded.
<b>Typical Course of Action</b>		
<b>S#</b>	<b>Actor Action</b>	<b>System Response</b>
<b>1</b>	Login	
<b>2</b>		Open the actions window.
<b>3</b>	Actor selects the Record Delivery Tab.	
<b>4</b>		System opens the Record Delivery Tab.
<b>5</b>	Actor enters the respective information	
<b>6</b>		System stores the respective information

## USE CASE: Make Booking

<b>Name</b>		Make Booking
<b>Summary</b>		Mosque Official makes a Booking for the arrived customer
<b>Actors</b>		Mosque Official
<b>Pre-condition(s)</b>		The animal that customer asks for has already been registered in the system.
<b>Post-condition(s)</b>		Booking has been made for the particular customer.
<b>Typical Course of Action</b>		
<b>S#</b>	<b>Actor Action</b>	<b>System Response</b>
1	Login	
2		Open the actions window.
3	Actor selects the Make Booking Tab.	
4		System opens the Make Booking Tab.
5	Actor checks for the availability	
6		System returns true, Animal is available
7	Actor enters Customer info.	
8		System stores customer info.
9	Actor clicks the Make Receipt button	
10		System generates the Receipt
<b>Alternate Course of Action</b>		
	<b>Actor Action</b>	<b>System Response</b>
6		System returns false, Animal is not available
7	Actor may select "Show Animals List" tab on the demand of the customer	
8		System generates Animals List

## USE CASE: Schedule Sacrifice

<b>Name</b>	Schedule Sacrifice	
<b>Summary</b>	Schedule the sacrifice of any particular animal to Day#1, Day#2 or Day#3	
<b>Actors</b>	Administrator	
<b>Pre-condition(s)</b>	The animal has been recorded in the system and its booking has been made	
<b>Post-condition(s)</b>	Day of sacrifice for the animal is scheduled/recorded.	
<b>Typical Course of Action</b>		
<b>S#</b>	<b>Actor Action</b>	<b>System Response</b>
<b>1</b>	Login	
<b>2</b>		Opens the actions window.
<b>3</b>	Actor selects the Schedule Sacrifice Tab.	
<b>4</b>		System opens the Schedule Sacrifice Tab.
<b>5</b>	Actor enters one of the three days of sacrifice to schedule	
<b>6</b>		System stores the day of sacrifice