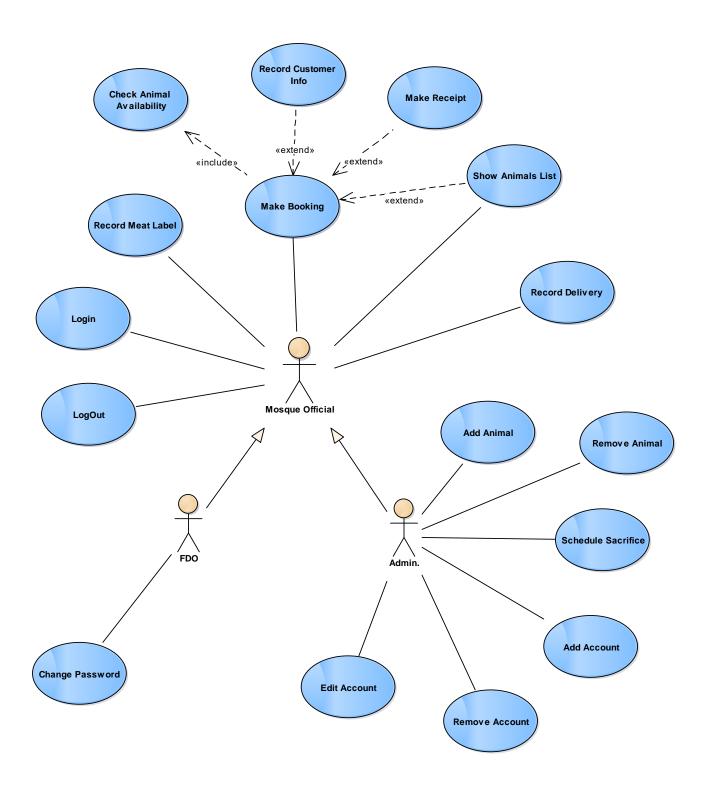


Phase#1 Use Case Diagram



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

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

USE CASE: Make Booking

Name		Make Booking					
Summary		Mosque Official makes a Booking for the arrived customer					
Actors		Mosque Official					
Pre-condition(s)		The animal that customer asks for has already been registered in the system.					
Post-condition(s)		Booking has been made for the particular customer.					
	Typical Course of Action						
S# Act		or Action	System Response				
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 Cus	stomer info.					
8			System stores customer info.				
9	Actor clicks the Make Receipt button						
10			System generates the Receipt				
Alternate Course of Action							
	Acto	or Action	System Response				
6			System returns false, Animal is not available				
7	Actor may select List" tab on the customer						
8			System generates Animals List				

USE CASE: Schedule Sacrifice

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