**Use-Case Specification: Change Discount Stats**

1. Delete menu items
   1. Brief Description

This use case diagram describes how the manager uses the app to change discount information

Primary actor: Manager

1. Flow of Events
   1. Basic Flows

1/ Manager chooses “change discount stats”

The use case started when the manager chooses the “Staff” tab in the side menu, then chooses the “change discount stats” option

2/ Manager makes changes

At this point, the system will display the detailed version of the discount information in textboxes, the manger staff can change any information he/she wants. When done, he/she press OK to continue.

3/ Stock management staff confirm choices

The system will display a warning message, ask if the manager wants to change stats. He/she will press OK to continue & the system will update the discount stats.

* 1. Alternative Flows

A1/ Quit / Logout

At any time, the system will allow the manager to quit or log out. If he/she chooses to quit, the use-case ends and nothing will be updated.

A2/ Manager doesn’t confirm

In the 3rd step of the basic flow, if the manager click the cancel button, the system will not update stats, and the use case will end.

A3/ Server unavailable

At any time, the system may lose connection to the server, the manger can choose to reconnect or to quit. If the manger chooses to quit, the use case end. If the manger chooses to reconnect, the system will reconnect to the sever, if success, continue, otherwise retry this step.

A4/ Unauthorize user

In the 1st step of the basic flow, if the user is not a manger the button will not appear, indicate that the use-case can’t be started.

A5/ Incorrect input

In the 2nd step of the basic flow, if the manger input incorrect value (), the system displays an error message & the use-case ends.

1. Key Scenario

1/ Change stats: Basic flow

2/ Cancel: Basic flow, A1/A2

3/ Server unavailable: Basic flow, A3

4/ Unauthorized user: Basic flow, Unauthorize user

5/ Input error: Basic flow, A5

1. Preconditions

Manager staff is logged on

The system is connected to the server

1. Postconditions

Success condition: Stats is updated.

Failure condition: Stats is not updated.