**Use-Case Specification: Create Book Order**

1. Create Book Order
   1. Brief Description

This use case diagram describes how the cashier uses the app to create a book order for the customer

Primary actor: Cashier

1. Flow of Events
   1. Basic Flows

a.1. Cashier chooses *“Create book order”*

The use case started when the cashier chooses the tab “Order” in the side menu, then selects the “Create” item.

a.2. Cashier inputs information & confirms

The cashier inputs the required information based on the type of order (books for borrow book order, previous borrow order code for return book order, VIP guest info for borrow book order, automatically fills for return book order). When finish, the cashier will select the “OK” button. The system displays a message to confirm the cashier’s choice. He/she press OK to confirm his/her choices

a.3. Cashier inputs the given money & change

The system will show the total money on the screen. When the customer pay, the cashier inputs that amount of money into the system. The system calculates the change and display it on the screen. The cashier press OK to continue.

a.4. Cashier confirms order

The system display the order in total, the cashier then check if the content is correct. The cashier press OK to continue.

a.5. System displays OK

The system shows a message indicate that the process is completed. The system put the order into the waiting queue and show it in the screen (“Order management” tab) if it is not a return type order for other staffs to see.

* 1. Alternative Flows

b.1. Quit / Logout

At any time, the system will allow the cashier to quit or log out. If he/she chooses to quit, the use-case ends and all the information will not be saved.

b.2. No book available

In the 3rd step of the basic flow, if no book in the menu is available, then an error message is displayed, and the use-case ends

b.3. Cashier doesn’t input the required information / not confirm

In the 3rd step of the basic flow, if the cashier doesn’t input the required information or he/she don’t press the confirm button, the system allows the cashier to reselects the item by resumes at the 3rd step of the basic flow.

b.4. Given money < Total money

In the 4th step of the basic flow, if the amount of money the cashier input is lower than the total money, an error message is displayed, then the system allows the cashier to retry by repeats the 5th step of the basic flow

b.5. Cashier doesn’t confirm the order

In the 6th step of the cashier, if the cashier press cancel, indicate that some input error occurred, then the use-case end and no information will be saved.

b.6. Server unavailable

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

b.7. Unauthorized user

In the 1st step of the basic flow, if the user is not a cashier, nothing will be displayed, indicate that the use-case can’t be started.

b.8. Input book information

In the 6th step of the basic flow, if the cashier input BOTH dish/drink & book information, the system will display error message and remove the dish/drink or book information based on the cashier’s choice. (The system classify dish/drink order & book order, so we can’t input both information in 1 order, but 2 type of order use the same form)

1. Key Scenario

1/ Create order: Basic flow

2/ Quit: Basic flow, quit

3/ Data error/No confirmation: Basic flow, b.2/b.3/b.4/b.5/b.8

4/ Server unavailable: Basic flow, b.6

5/ Unauthorized user: Basic flow, Unauthorized user

1. Preconditions

There is at least 1 available book for order based on the type of book order

Cashier is logged on

The system is connected to the server

1. Postconditions

Success condition: An order is created.

Failure condition: No order is created