**Use-Case Specification: Create Dish/Drink Order**

1. Create Dish/Drink Order
   1. Brief Description

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

Primary actor: Cashier

1. Flow of Events
   1. Basic Flows

1/ Cashier chooses “Create dish/drink order”

The use case started when the cashier chooses the tab “Order”, then selects the “Create order” item. The system displays a dialog for the cashier to input order information.

2/ Cashier selects dishes/drinks & confirms

The cashier press on an “choose dish/drink” icon, then the system retrieve a list of available dishes/drinks from the server by checking available stock items and display them on the screen.

The cashier selects one or many dishes/drinks based on the customer ‘s choice.

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

3/ Cahier input coupon number

The system shows total money. The cashier can choose whether to input a coupon number for a discount/bonus or not based on the customer choice. If the cashier wants to input coupon, he/she will tick into the checkbox to notify the system a coupon will be inputted & input coupon number.

4/ Cashier input VIP ID

If a customer is a VIP, then the cashier will be provided with a VIP ID, the cashier input that ID into the order.

5/ Cashier inputs the given money & charge

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

6/ 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.

7/ System displays OK & puts order into waiting queue

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” tab)

* 1. Alternative Flows

A1/ 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.

A2/ No dish/drink available

In the 2nd step of the basic flow, if no item in the menu is available to order (not enough materials) then an error message is displayed, and the use-case ends

A3/ Cashier not confirms

In the 2nd step of the basic flow, if the cashier doesn’t press the confirm button, the system allows the cashier to reselects the item by retry the step.

A4/ Given money < Total money

In the 5th 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

A5/ 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.

A6/ 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.

A7/ Unauthorize 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.

A8/ Data error

In the 3rd and the 4th step of the basic flow, if the cashier input incorrect value (wrong coupon or VIP ID), the system will ignore & delete the incorrect field, the use case continues. The cashier can reinput the incorrect value.

A9/ 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 ‘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/ No confirmation: Basic flow, A3/A5

4/ Money input error: Basic flow, A4

5/ Server unavailable: Basic flow, A6

6/ Unauthorized user: Basic flow, Unauthorized user

7/ Data error: Basic flow, A8

8/ No dish/drink item: Basic flow, A2

9/ Book information in dish/drink order: Basic flow, A9

1. Preconditions

There is at least 1 available item in the menu

Cashier is logged on

The system is connected to the server

1. Postconditions

Success condition: An order is created and put into a waiting queue.

Failure condition: No order is created & saved