**Use-Case Specification: Login**

1. Login
   1. Brief Description

This use case diagram describes the procedure of a user login into the system.

Primary actor: User (anyone who use the system).

1. Flow of Events
   1. Basic Flows

1/ User open the system

The use case started when the user double click or choose the app & press enter to open app.

2/ User input ID & password

The system displays 2 textboxes, one to input ID & another to input password. The user input his/her ID & password, then confirm choices. The user can choose the option “forgot password”, then the system will display information on how to recover password.

3/ The system confirms & authorizes the user.

The system match the input from the user to the data in the system database, then guide the user to the main menu.

* 1. Alternative Flows

A1/ Unidentified user

In the confirmation step, if the system indicates that the ID & password is not valid, an error message is displayed, and the use case ends.

A2/ Quit

At any time, the system will allow the staff to quit. If he/she chooses to quit, the use-case ends immediately.

A3/ No data input

In the 2nd step of the basic flow, if the staff doesn’t input anything, an error message is displayed & the system asks the user to input

A4/ Server unavailable

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

1. Key Scenario

1/ Login: Basic flow

2/ Quit: Basic flow, Quit

3/ No data inputs: Basic flow, A3

4/ Server unavailable: Basic flow, A4

5/ Forgot password: Basic flow, User forgot password

1. Preconditions

The system is connected to the server

1. Postconditions

Success condition: The system displays a main menu