**Use-Case Specification: Update Book Info**

1. Delete menu items
   1. Brief Description

This use case diagram describes how the warehouse manager uses the app to update book info

Primary actor: Warehouse manager

1. Flow of Events
   1. Basic Flows

1/ Warehouse manager chooses “Update book info”

The use case started when warehouse manager chooses a book by clicking on it and then click the update button at the bottom of the book management window.

2/ Warehouse manager makes changes

At this point, the system will display the detailed version of that book, the warehouse manager can change any information he/she wants. When it’s done, he/she press “Update book” to continue.

3/ System update information of the book

The system will update the book information and save in the database.

* 1. Alternative Flows

A1/ Quit / Logout

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

A2/ Server unavailable

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

A3/ Unauthorize user

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

A4/ Duplicate book ID

In the 2nd step of the basic flow, if the Warehouse manager accidentally change the data so that the book ID duplicates with other book, the system displays an error message & the use-case ends.

1. Key Scenario

1/ Update item: Basic flow

2/ Cancel update: Basic flow, A1

3/ Server unavailable: Basic flow, A2

4/ Unauthorized user: Basic flow, Unauthorize user

5/ Input error: Basic flow, duplicate ID

1. Preconditions

There is at least 1 book in the menu

Warehouse manager is logged on

The system is connected to the server

1. Postconditions

Success condition: An item is updated.

Failure condition: No item is updated.