**Use-Case Specification: View dish/drink orders**

1. View dish/drink orders
   1. Brief Description

This use case diagram describes the procedure of a staff using the system to view dish/drink orders.

Primary actor: Staff

1. Flow of Events
   1. Basic Flows

1/ Staff chooses tab “Order”

Staff chooses the tab “Order” from the side menu

2/ The system displays results

The system searches the database for a list of dish/drink orders currently in queue, then shows results on the screen.

* 1. Alternative Flows

A1/ Quit / Logout

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

A2/ Server unavailable

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

1. Key Scenario

1/ Display dish/drink orders: Basic flow

2/ Program termination: Basic flow, A1

3/ Server unavailable: Basic flow, A2

1. Preconditions

Staff is logged on

The system is connected to the server

1. Postconditions

The app abort or show results on the screen.