Add Item Inventory Use Case

Document Information

Document Title	Add Inventory
Document Owner	Dana Hudrlik
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Status	Draft
Date	7 DEC 2019

1. Brief Description

Employee receives items and enters the item name, type, and quantity into inventory. Starts when employee clicks “add” and ends when employee clicks “save” and item name, quantity, and type is saved in the database.

2. Actors

Employee

- The goal is to add inventory item name, type, and quantity into the database for later retrieval or modification.

3. Pre-Conditions

Employee must be logged into the system using a valid user name and password.

4. Triggers

- Employee logs into the system.
- Employee clicks on “add” inventory.

5. Main Success Scenario (Happy Path)

1. Employee clicks “add” inventory button
2. Employee enters item name
3. Employee enters item quantity
4. Employee enters item type
5. Employee clicks “save”
6. Database is updated with item name, quantity, and type
7. Use Case ends

6. Alternate/Exception Flows

Alternative Flow:

2a. Employee does not see this item name in the database
2b. Employee enters the name of the new item
3. Employee enters item quantity

4a. Employee does not see this item type in the database
4b. Employee enters the type of the new item
5. Employee clicks “save”

Exception Flow:

3a. Employee enters negative number of items
3b. System responds with error message “please enter correct quantity”
3c. Employee enters correct quantity
4. Employee enters item type

5a. Employee forgets to click “save” and closes the program
5b. Database is not updated
5c. Use Case ends

7. Post Conditions

- Database is updated to current inventory of items, types, and quantities

8. Business Rules

1. Item names are checked to ensure correct spelling with no duplicates
2. Item types are limited to pre-determined categories
3. Database is kept up to date
4. Workflow is efficient

9. Notes

No notes at this time.

10. Visual Model

See UML Use Case diagram, State diagram, and Sequence diagram.

Revision History

V.	Date	Author	Description	Status

REMOVE ITEM INVENTORY USE CASE

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11. BRIEF DESCRIPTION

Employee needs to remove an item that is no longer stocked in inventory. Employee verifies the item to be removed, is prompted to confirm removal, and database is updated. Starts when employee clicks “remove” and ends when employee clicks “save” and the item name, quantity, and type is removed from the database.

12. ACTORS

Employee

- The goal is to remove an inventory item name, type, and quantity from the database as it is no longer stocked or used.

13. PRE-CONDITIONS

Employee must be logged into the system using a valid user name and password.

14. TRIGGERS

- Employee logs into the system.
- Employee clicks on “remove” inventory item.

15. Main Success Scenario (Happy Path)

1. Employee clicks “remove” inventory button
2. Employee enters item name
3. Employee enters item type matching to item name in database
4. Employee is prompted to “confirm” removal of item
5. Employee clicks “save”
6. Database is updated and item name, quantity, and type are removed
7. Use Case ends

16. Alternate/Exception Flows

Alternative Flow:

3a. Employee enters item name and type which do not match a database entry
3b. Employee is prompted to enter correct item name and type
3c. Employee enters item name and type that match database entry
4. Employee is prompted to “confirm” removal of item

Exception Flow:

5a. Employee does not confirm removal of item by clicking “save”
5b. Employee is prompted to “confirm” canceling of transaction
6. Transaction is canceled, database is not updated
7. Use Case Ends

5a. Employee forgets to click “save” and closes the program
5b. Database is not updated
5c. Use Case ends

17. Post Conditions

- Database is updated to current inventory of items, types, and quantities after removal of an item

18. Business Rules

1. Item names are checked to ensure correct spelling with no duplicates
2. Item types are limited to pre-determined categories
3. Database is kept up to date
4. Workflow is efficient

19. Notes

No notes at this time.

20. Visual Model

See UML Use Case diagram, State diagram, and Sequence diagram.

Revision History

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Update Quantity Inventory Use Case

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21. Brief Description

Employee receives items and updates an existing item quantity in the inventory. Starts when employee clicks “update” and ends when employee clicks “save” and updated item quantity is saved in the database.

22. Actors

Employee

- The goal is to update existing inventory item quantity in the database for later retrieval.

23. Pre-Conditions

Employee must be logged into the system using a valid user name and password.

24. Triggers

- Employee logs into the system.

- Employee clicks on “update” inventory.

25. Main Success Scenario (Happy Path)

1. Employee clicks “update” inventory button
2. Employee selects item by name
3. Employee enters item quantity
4. Employee clicks “save”
5. Database is updated with new quantity
6. Use Case ends

26. Alternate/Exception Flows

Alternative Flow:

2a. Employee does not see item name in the database
2b. Employee enters the name of the item
2c. Item name is recognized
3. Employee enters item quantity

Exception Flow:

3a. Employee enters negative number of items
3b. System responds with error message “please enter correct quantity”
3c. Employee enters correct quantity
4. Employee clicks “save”

4a. Employee forgets to click “save” and closes the program
4b. Database is not updated
6. Use Case ends

27. Post Conditions

- Database is updated to current inventory of item quantities

28. Business Rules

1. Item names are checked to ensure correct spelling with no duplicates
2. Item types are limited to pre-determined categories
3. Database is kept up to date
4. Workflow is efficient

29. Notes

No notes at this time.

30. VISUAL MODEL

See UML Use Case diagram, State diagram, and Sequence diagram.

Revision History

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