

**Inventory Management System Enterprise (IM SE)  
Use-Case-Realization Specification:  
Change Corporate Design**

**Version 1.2**

Framgång IMSE	Version: 1.2
Use-Case-Realization Specification: <Use-Case Name>	Issue Date: 31/05/2023

## Revision History

Date	Version	Description	Author
26/10/2022	1.0	Initial	Marius Hoffmann, Nicolai Eisenstein
01/11/2022	1.1	Minor text fixes	Jan Niederhoefer, Dominik Fuchs, Mika Wohlfart
31/05/2023	1.2	expand the content	Dominik Fuchs

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# Use-Case-Realization Specification: Change Corporate Design

## 1. Introduction

*The purpose of this use case is to allow a company's administrator to customize the software to meet corporate identity specifications. This includes, for example, the colors, the font and the company logo. These settings are stored in the database and applied to all users of that company. Chapter 2 shows the process and the design. Chapter 3 then lists all the requirements.*

### 1.1 Purpose

*The purpose of the Use Case Realization Specification is to describe how the Use Case of changing the cooperative design in the inventory management system should be implemented. The specification will ensure that the use case is implemented correctly and that it meets the requirements of the system.*

### 1.2 Scope

*The Use Case Realization Specification focuses specifically on the scope of the cooperative design change. It outlines the implementation details and guidelines for this particular use case, with an emphasis on collaboration between different components and entities within the system. It's important to note that the specification does not cover other use cases, such as searching for products, updating products, or deleting products.*

### 1.4 Definitions, Acronyms, and Abbreviations

*Corporate design: Design pattern of software using colors typical for a company.*

*Inventory management system: A computer system that is used to track the quantity of products in a company's inventory.*

*Use-Case Realization Specification: A document that describes how a use case will be implemented in a system.*

### 1.5 References

*SRS*

*Mock-Up*

*Activity diagram*

*Sequence diagram*

### 1.6 Overview

*In Chapter 2, the document illustrates the flow of events and design related to the use case. It provides a detailed overview of how the use case is realized through the collaboration of various objects. In addition, Chapter 3 outlines all the requirements associated with the use case.*

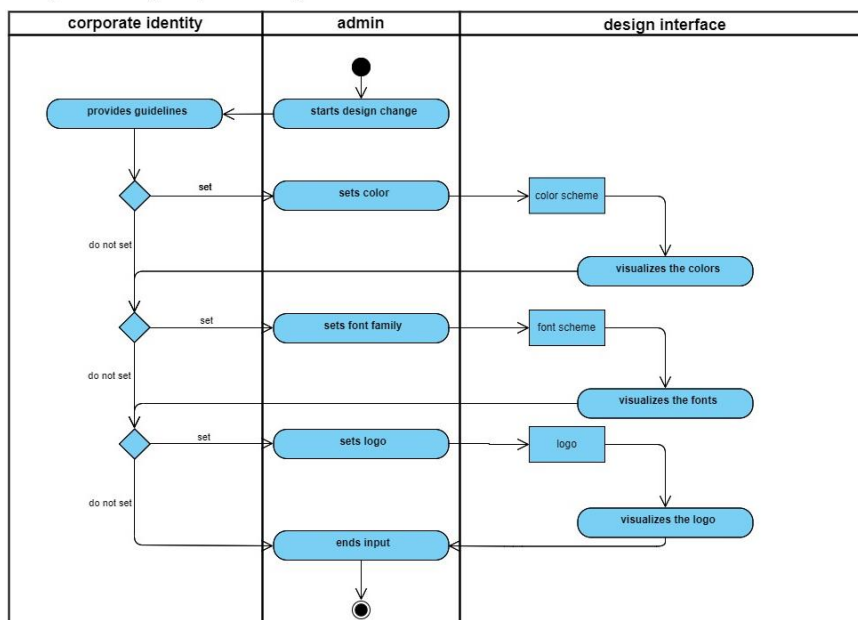
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## 2. Flow of Events — Design

### 2.1 Mock-up

### 2.2 Activity Diagram

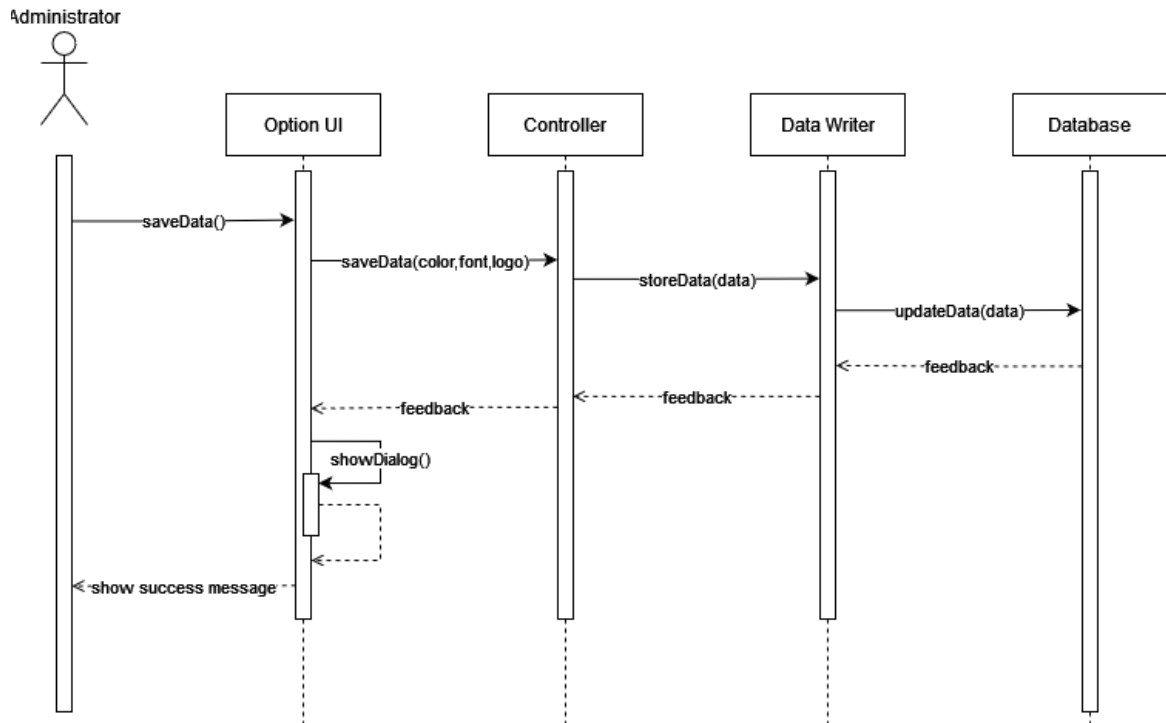
Subsystem: change corporate design



### 2.3 Basic Flow

*An administrator is on the options page of the application. He sets the appropriate settings of the corporate identity of his company. This includes color, font, and logo. He presses the Save button, which sends the data to the controller. The controller passes the data to the data writer, which stores it in the database. The database response is passed through the data writer and controller to the UI option. The UI option displays a dialog confirming that the data has been saved.*

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### 3. Derived Requirements

*The actor must have Internet access and a Java Runtime Environment (JRE) installed on their computer to use the system. The JRE is a software platform that allows Java programs to run on a variety of operating systems. It provides the necessary libraries and environment variables needed to run Java programs.*