BOOK UP
Use Case Diagram

Submitted to:

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Unique Reference:

The documents are stored in the https://github.com/kdagnes/cs-191-project.
File reference: https://github.com/kdagnes/cs-191-project/tree/master/02-Requirements-Engineering/Book Up - Use Case Model.pdf

Document Purpose:

The document serves as a requirement in the course CS 191 Software Engineering I.

Target Audience:

The document attends as requirement compliance to Prof. Ma. Rowena C. Solamo.

Revision Control

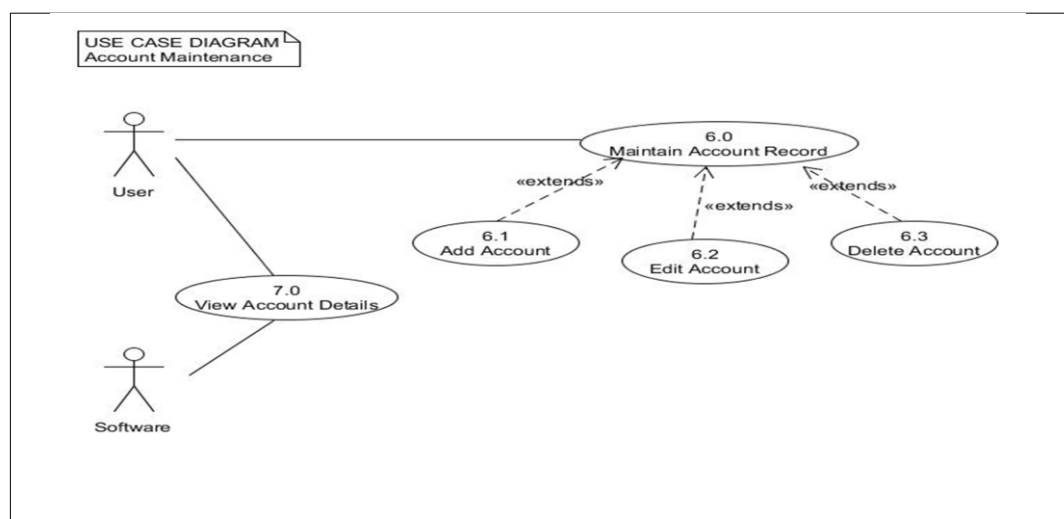*History Revision:*
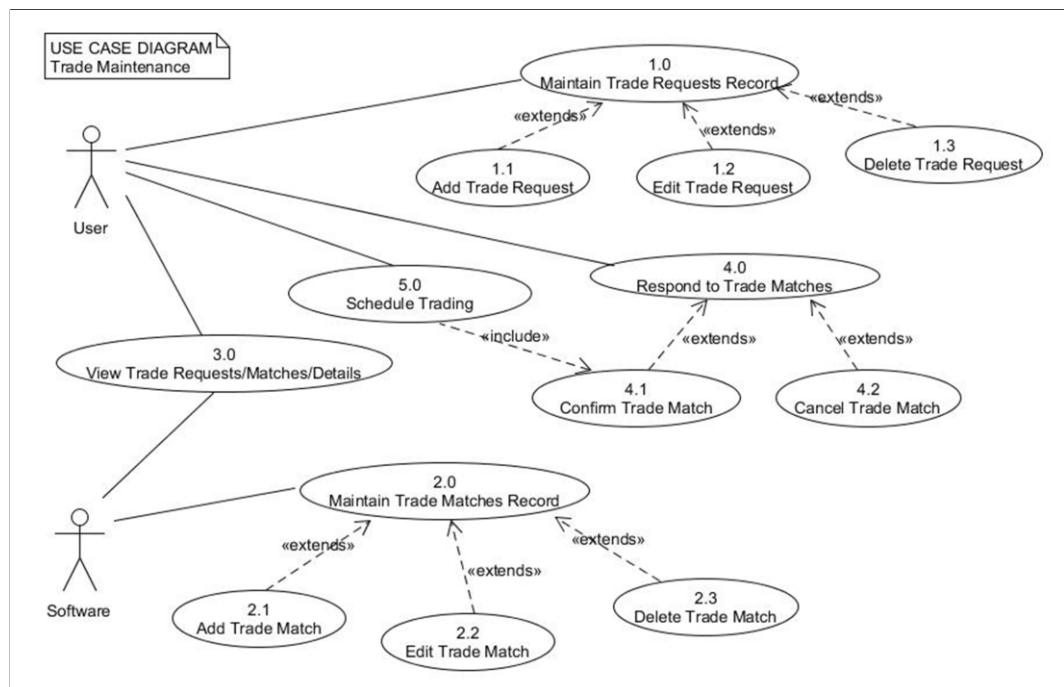
Revision Date	Person Responsible	Version Number	Modification
09/26/16	Matthew Aycocho	1.0	Initial Document; made the use case diagram
09/28/16	Karen Agnes	1.1	Added actor and use-case descriptions

System Name: Book Trading System

Description: Book Up is a mobile application used for easily trading books with other people. It is designed to match a user with other users by registering books the user wants to trade, searching for available books the user is interested in, and finding a compatible partner who wants make the book trade. It also includes scheduling the trade meet up.

Use-Case Diagram:

List of Actors:

Actors	Description
User	The user can maintain their trade requests record by adding, editing, or deleting trade requests. The user can respond to trade matched with other users by confirming or cancelling it. The user then can schedule the trade after confirming a trade match. In all occasions, the use can view details about their trade requests, trade matches.
Software	The software mainly pairs matching users by looking into the trade requests of the users. It creates, edits, and deletes trade matches. It can also view the details about trade requests and trade matches of all users.

List of Use-cases:

Use-Case	Description
Use-Case 1.0 Maintain Trade Request Record	The user maintains his/her trade requests record by making, editing, or deleting/cancelling trade requests.
Use-Case 1.1 Add Trade Request	The user adds a trade request if he/she is interested in trading with another user.
Use-Case 1.2 Edit Trade Request	The user can edit a trade request if he/she wants to make changes about the details of his/her existing trade request.
Use-Case 1.3 Delete Trade Request	The user can delete a trade request which means he/she is cancelling a trade with another user.
Use-Case 2.0 Maintain Trade Matches Record	The software maintains the trade matches record depending on all the users' trade requests. It can add, edit, and delete trade matches.
Use-Case 2.1 Add Trade Match	The software adds a trade match when it finds two users who are willing to trade with each other.
Use-Case 2.2 Edit Trade Match	The software can edit a trade match. This can happen when the user also edits his/her trade request.
Use-Case 2.3 Delete Trade Match	The software can delete a trade match. This can happen when a user cancels a trade match.
Use-Case 3.0 View Trade Requests/Matches/Details	The user can view his/her trade details. The software can view all the users' trade details.
Use-Case 4.0 Respond to Trade Matches	The user responds to trade matches when there exists a trade match involving the user.
Use-Case 4.1 Confirm Trade Match	The user can confirm a trade match which means that the trade will take place.

Use-Case	Description
Use-Case 4.2 Cancel Trade Match	The user can cancel a trade match is he/she doesn't want to trade with the other user.
Use-Case 5.0 Schedule Trading	After the users confirm a trade match, they can now schedule when and where they will trade.
Use-Case 6.0 Maintain Account Record	The user can maintain their own account by which they can add an account, edit their account and delete their account.
Use-Case 6.1 Add Account	The user can add an account. By registering, they will be able to make trade transactions
Use-Case 6.2 Edit Account	The user can edit information about his/her account.
Use-Case 6.3 Delete Account	The user can delete his/her account.
Use-Case 7.0 View Account Details	The user can view all his/her account details. The software can view all users' account details.