

**Computer Shop Management System  
Use-Case-Realization Specification: Update Payment**

**Version 1.0**

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Update Payment	Issue Date: 05/01/2018

## Revision History

Date	Version	Description	Author
05/01/2018	1.0	Final Draft.	Nguyễn Thị Hiền

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Update Payment	Issue Date: 05/01/2018

## Table of Contents

1. Introduction	4
1.1 Purpose	4
1.2 Scope	4
1.3 Definitions, Acronyms, and Abbreviations	4
1.4 References	4
1.5 Overview	4
2. Use-Case Specification	4
3. Interaction Diagrams	5
4. Class Diagrams	6
5. Derived Requirements	6

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Update Payment	Issue Date: 05/01/2018

# Use-Case-Realization Specification: Update Payment

## 1. Introduction

### 1.1 Purpose

This document describes how the Update Payment Use-Case is realized within the design model, in terms of collaborating objects.

### 1.2 Scope

This document applies to the Computer ShopManagement System which will be developed by Group... 4C-15.

### 1.3 Definitions, Acronyms, and Abbreviations

User – a person who use the system, can be customer or employee.

Employee – a person who work for the computer shop.

Accountant – an employee who can save payment of completed order to database.

Guest – a user who is not logged in the system.

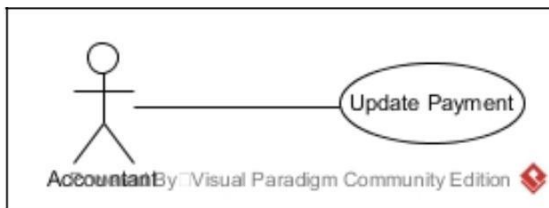
### 1.4 References

None.

### 1.5 Overview

In the following section, Use-Case Realization Specification of the Update Payment Use-Case of the Computer Shop Management System is provided in detail. The first section is a textual description of the Use-Case specification. The following section contains diagrams (sequence and collaboration diagrams) describing how the use case is realized in terms of collaborating objects. The third section includes class diagrams with relationships that participate in the realization of the use case. The last section is an analysis of all requirements, such as non-functional requirements, on the use-case realization that are not considered in the design model, but that need to be taken care of during implementation.

## 2. Use-Case Specification



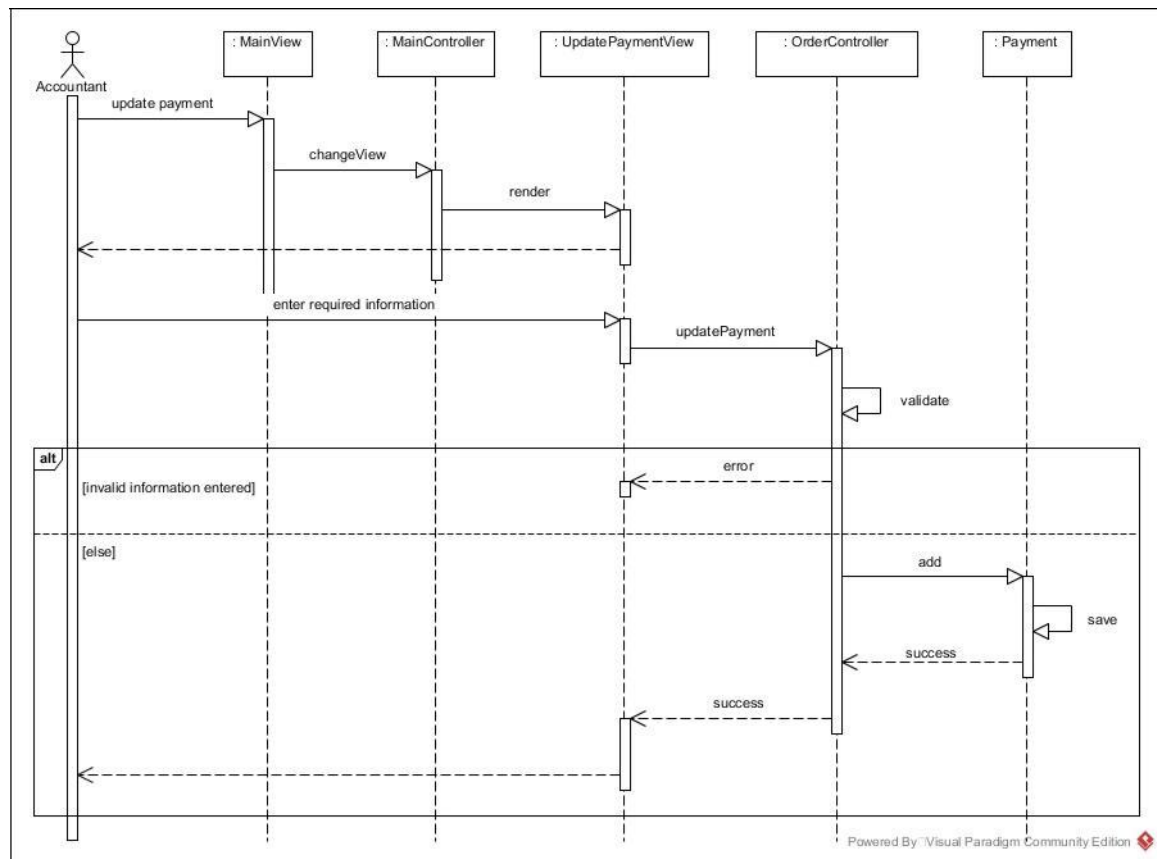
<b>Name</b>	Update Payment
<b>Brief Description</b>	An accountant update payment information of a completed order
<b>Actor(s)</b>	Accountant
<b>Flow of Events</b>	
<b>Basic Flow</b>	
1. The user goes to update payment page. 2. The user enters information for the payment. 3. The user submits information. 4. The system verifies information, and save the payment to database.	
<b>Alternate Flows</b>	
<b>Title</b>	<b>Description</b>

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Update Payment	Issue Date: 05/01/2018

Invalid Information Entered	<ol style="list-style-type: none"> <li>1. User enter invalid information.</li> <li>2. System displays information with appropriate message to correct invalid information.</li> </ol>
<b>Pre-Conditions</b>	
The user is logged in and the order specified in payment information is completed.	
<b>Post-Conditions</b>	
<b>Title</b>	<b>Description</b>
Success	Success message is prompted and the payment is saved to database.
Failure	The user is unable to add payment to database for one or more reasons and an error is prompt.
<b>Extension Points</b>	
None.	

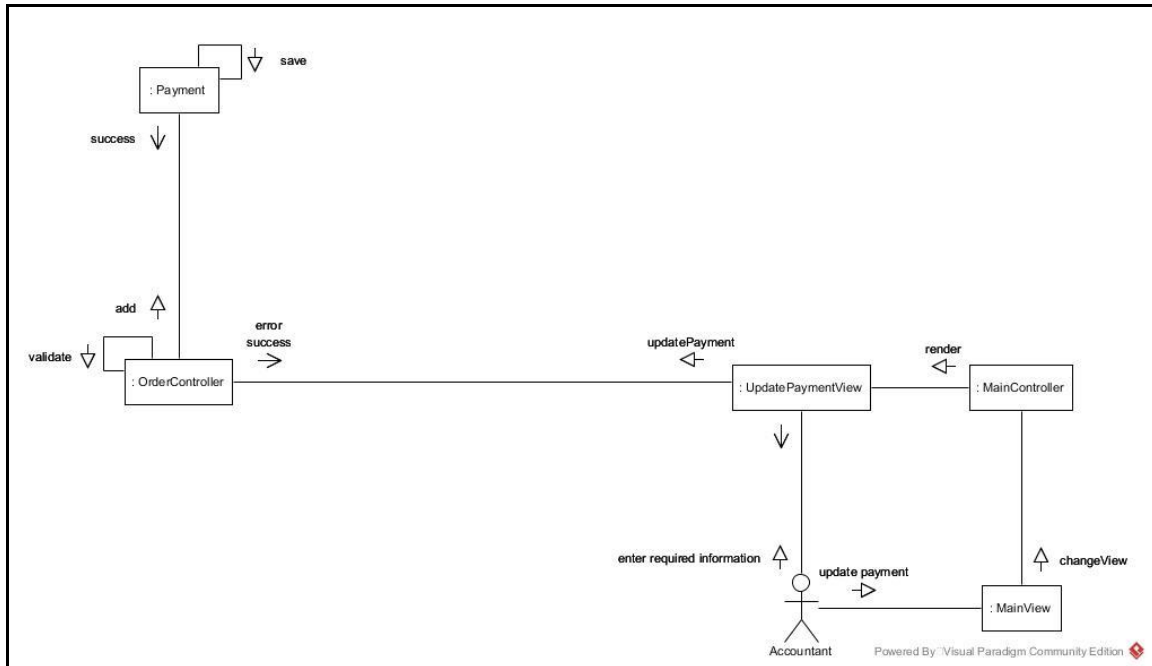
### 3. Interaction Diagrams

#### Sequence Diagram:

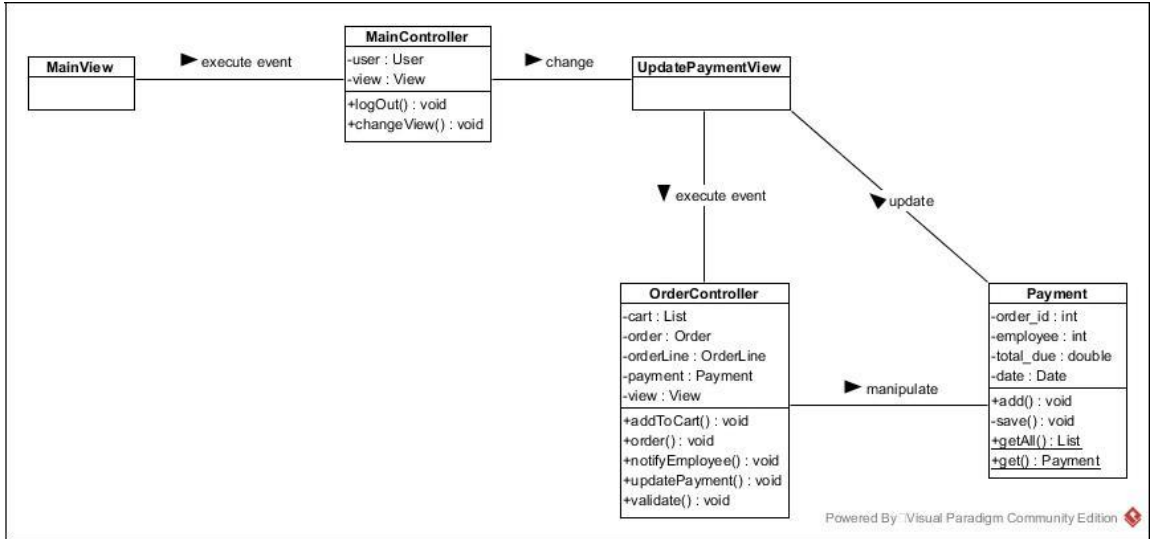


#### Collaboration Diagram:

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Update Payment	Issue Date: 05/01/2018



#### 4. Class Diagrams



#### 5. Derived Requirements

None.