

**Computer Shop Management System  
Use-Case-Realization Specification: Edit Computers**

Version 1.0

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Edit Computers	Issue Date: 03/01/2018

## Revision History

Date	Version	Description	Author
03/01/2018	1.0	Final Draft.	Nguyễn Thị Hiền

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# Use-Case-Realization Specification: Edit Computers

## 1. Introduction

### 1.1 Purpose

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

### 1.2 Scope

This document applies to the Computer Shop Management 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.

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

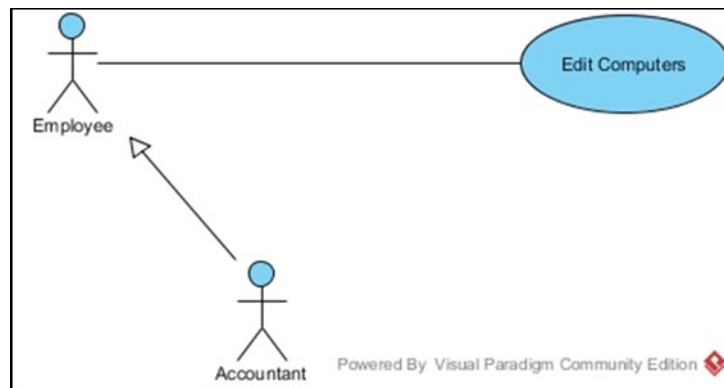
### 1.4 References

None.

### 1.5 Overview

In the following section, Use-Case Realization Specification of the Edit Computers 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>	Edit Computers
<b>Brief Description</b>	An employee edits existing computer(s) in the database
<b>Actors</b>	Employee
<b>Flow of Events</b>	
<b>Basic Flow</b>	<ol style="list-style-type: none"> <li>1.The user goes to edit computers page.</li> <li>2.The user updates information for an existing computer.</li> </ol>

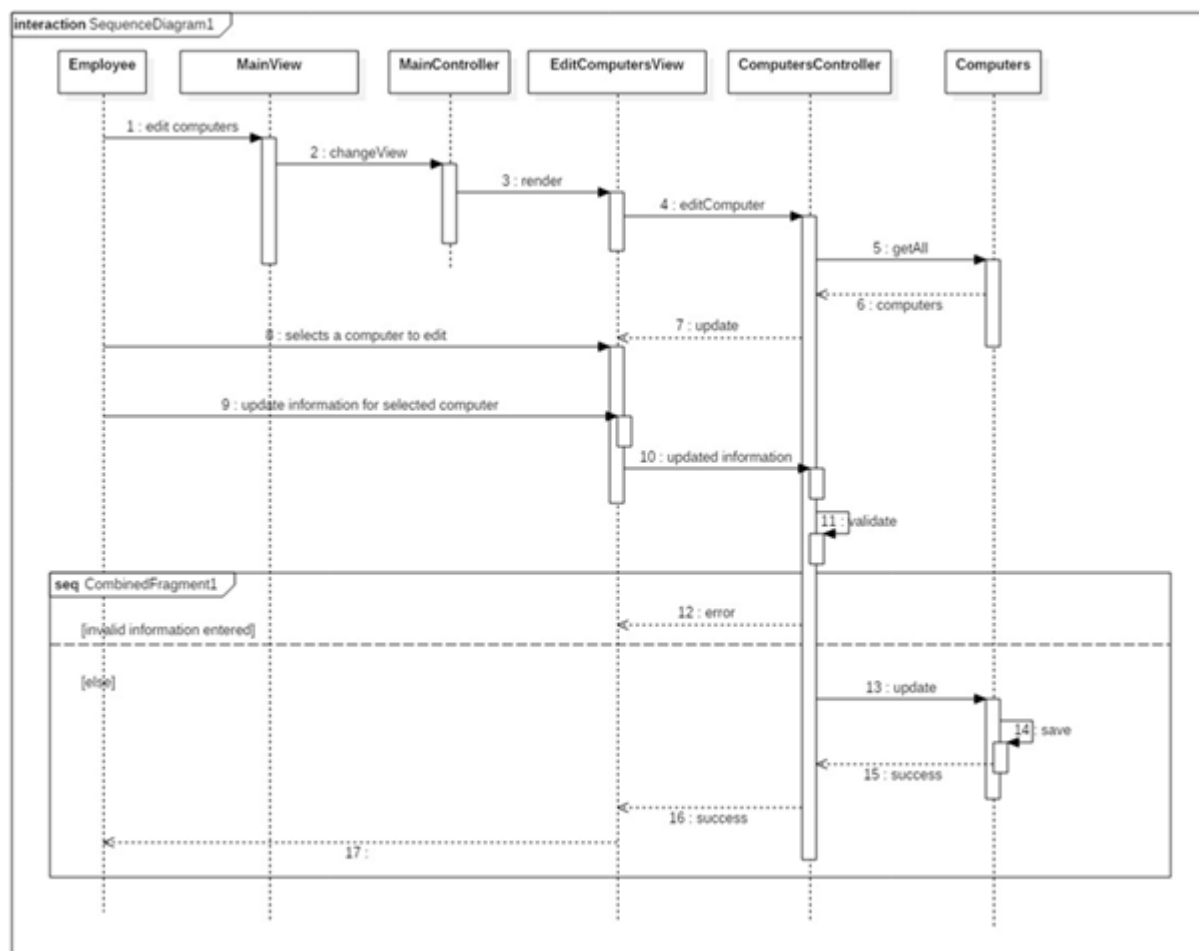
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3. The user submits information.	
4. The system verifies information, and save the computer with specified information to database.	
<b>Alternate Flows</b>	
<b>Title</b>	<b>Description</b>
Invalid Information Entered	1. User enter invalid information. 2. System displays information with appropriate message to correct invalid information.
<b>Pre-Conditions</b>	
The user is logged in.	
<b>Post-Conditions</b>	
<b>Title</b>	<b>Description</b>
Success	Success message is prompted and the computer with updated information is saved to database.
Failure	The user is unable to update information of existing computer in database for one or more reasons and an error is prompt.
<b>Extension Points</b>	
None.	

## 1. Interaction Diagrams

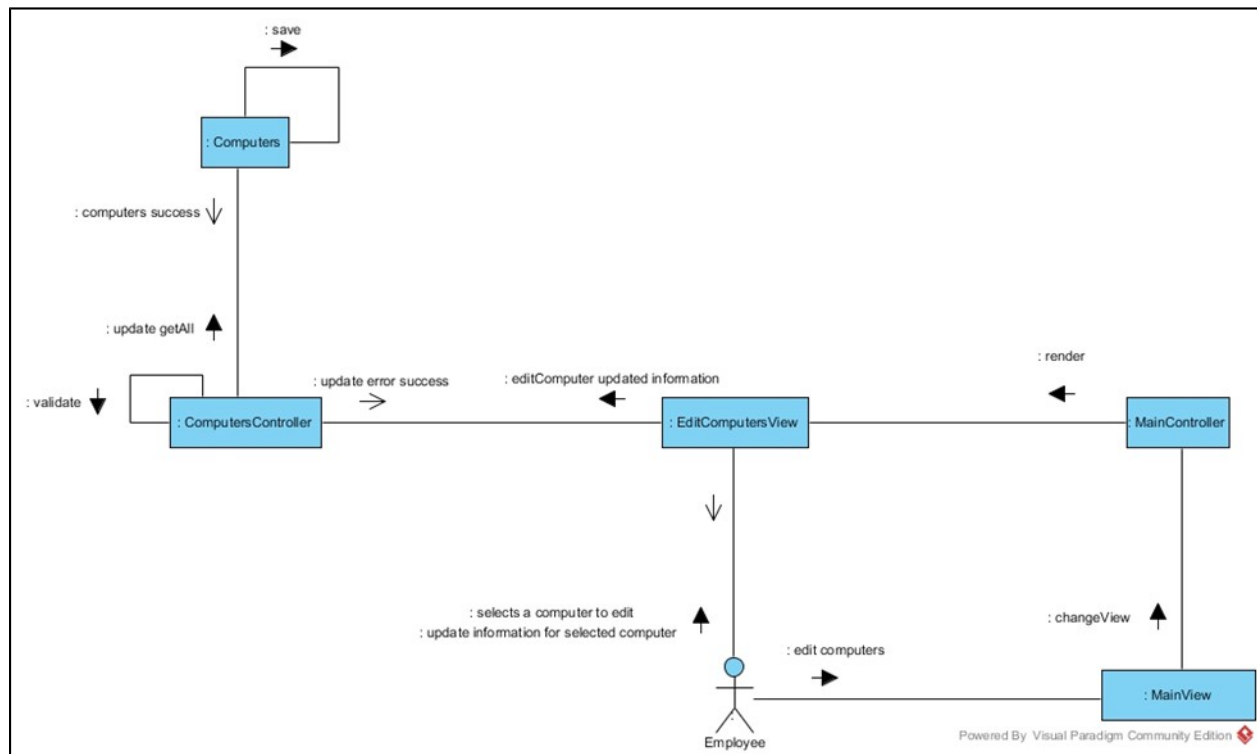
Sequence Diagram:

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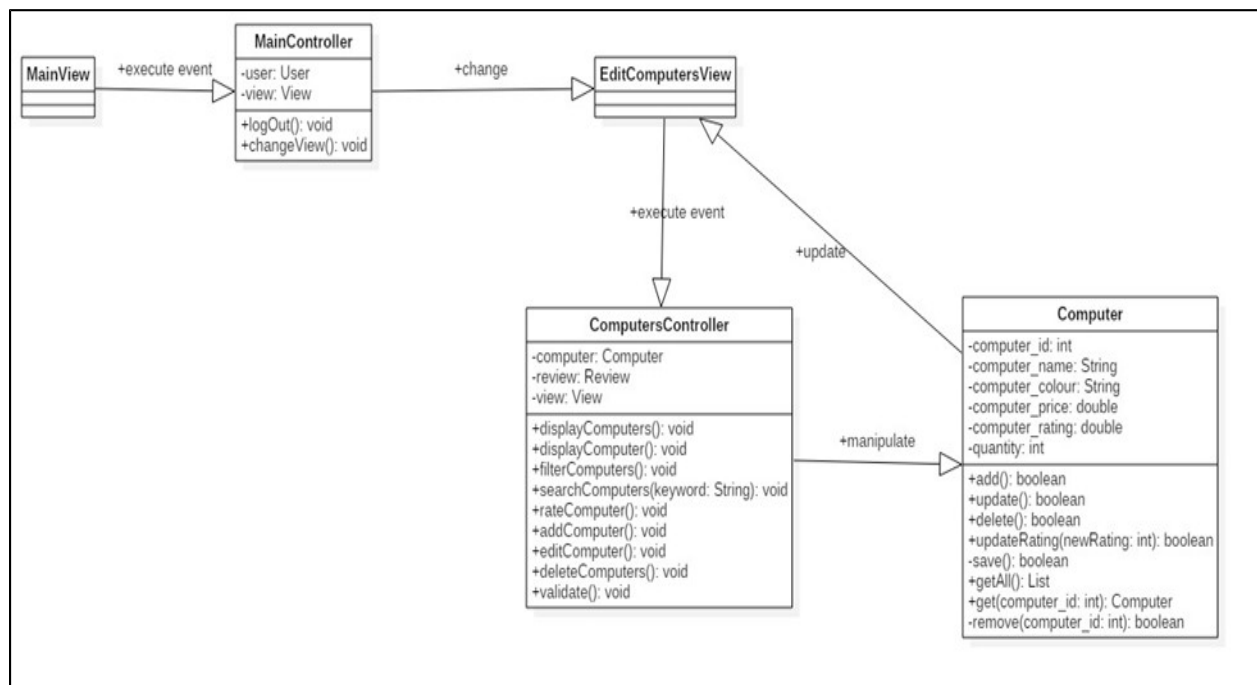


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## Collaboration Diagram



## 4. Class Diagrams



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## 5.Derived Requirements

None.



