

**Computer Shop Management System
Use-Case-Realization Specification: Sign-out**

Version 1.0

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

Revision History

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

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1. Introduction

1.1 Purpose

This document describes how the Sign-out 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.

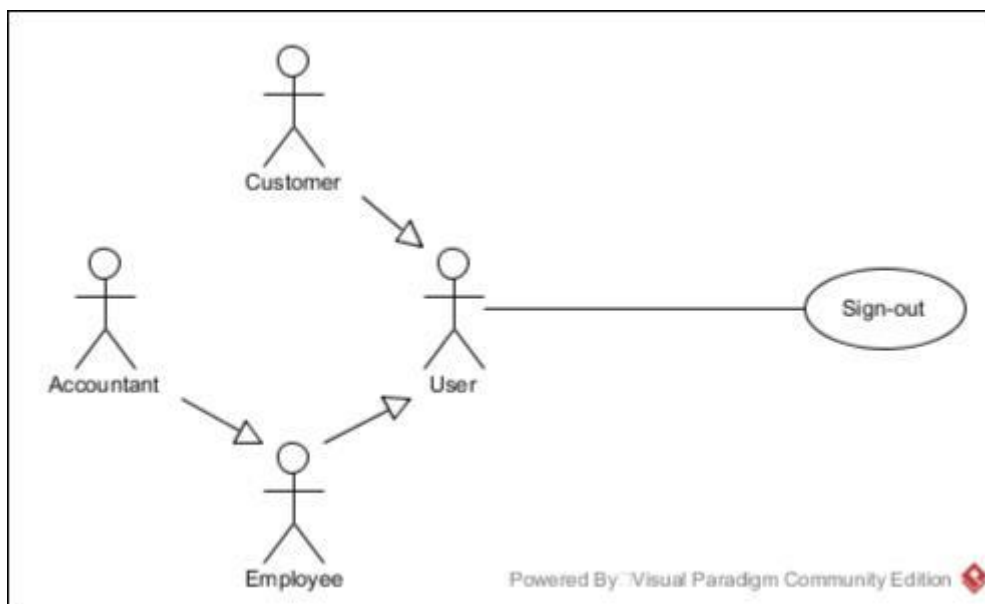
1.4 References

None.

1.5 Overview

In the following section, Use-Case Realization Specification of the Sign-out 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



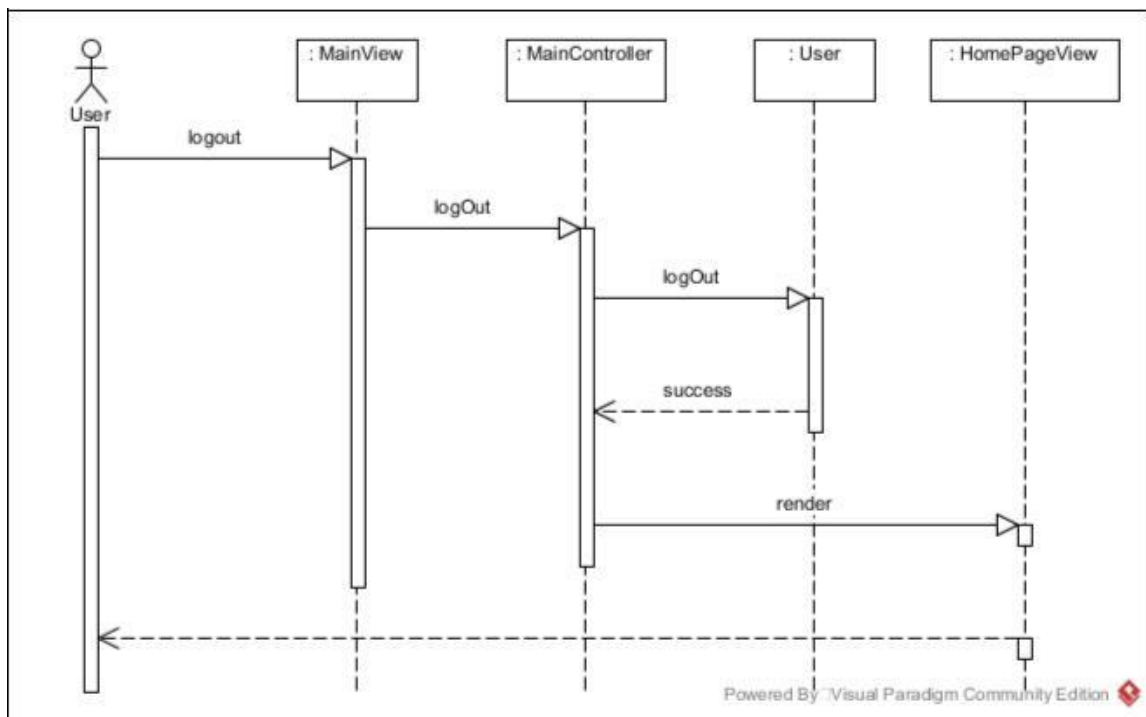
Name	Sign-out
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Brief Description	A user logging out the system
Actor(s)	User
Flow of Events	
Basic Flow	
	<ol style="list-style-type: none"> 1. The user chooses to sign-out. 2. The system removes the current authentication token of the user. 3. The system logging out the user.
Alternate Flows	
	None.
Pre-Conditions	
	The user is logged in the system.
Post-Conditions	
	The user return to homepage as guest.
Extension Points	
	None.

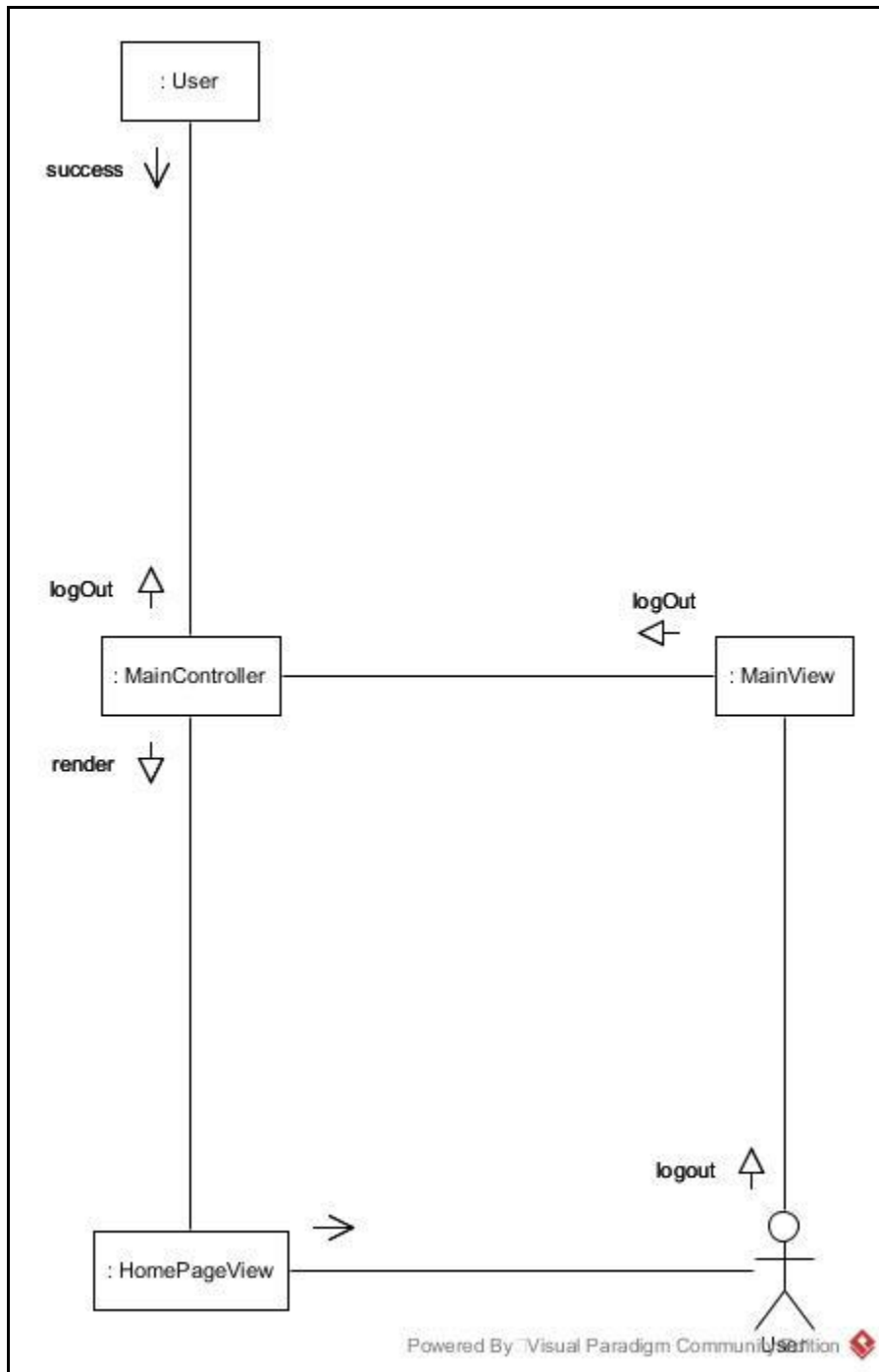
3. Interaction Diagrams

Sequence Diagram:



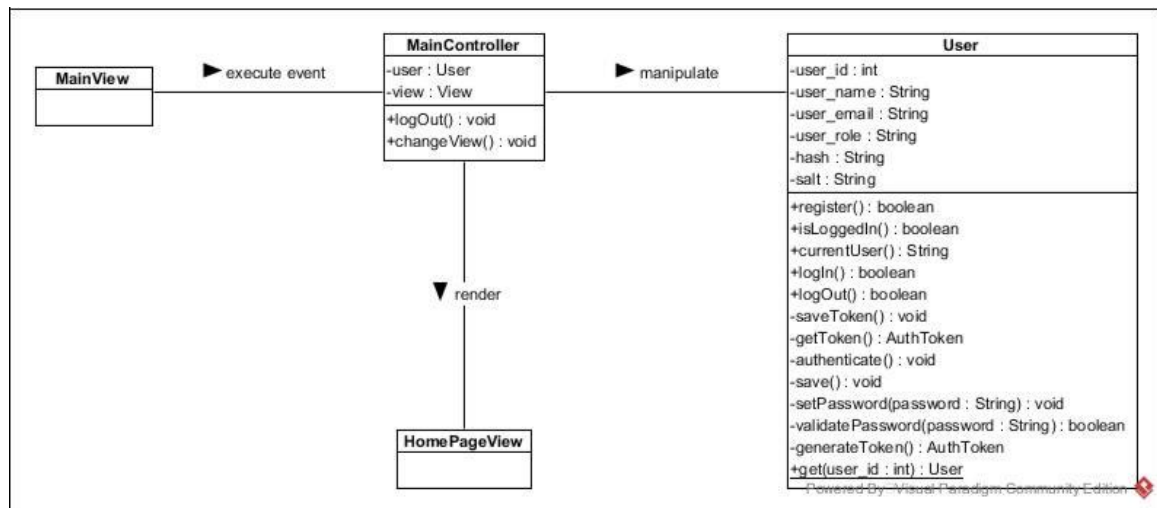
Collaboration Diagram:

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4. Class Diagrams



5. Derived Requirements

None.