

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

**Version 1.0**

Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Sign-up	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>Sign-up	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	7
5. Derived Requirements	8

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

# Use-Case-Realization Specification: Sign-up

## 1. Introduction

### 1.1 Purpose

This document describes how the Sign-up 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.

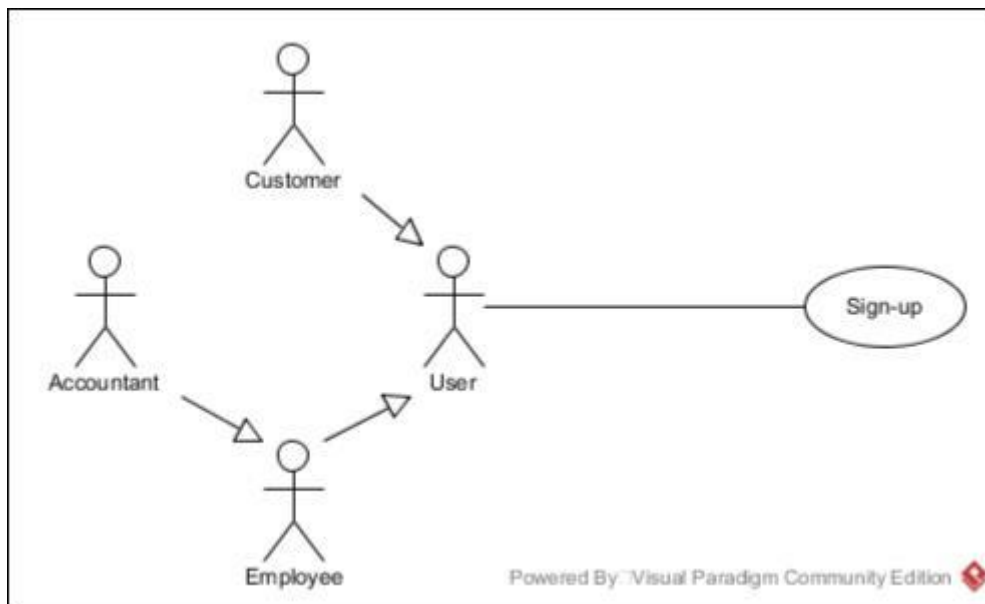
### 1.4 References

None.

### 1.5 Overview

In the following section, Use-Case Realization Specification of the Sign-up 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-up
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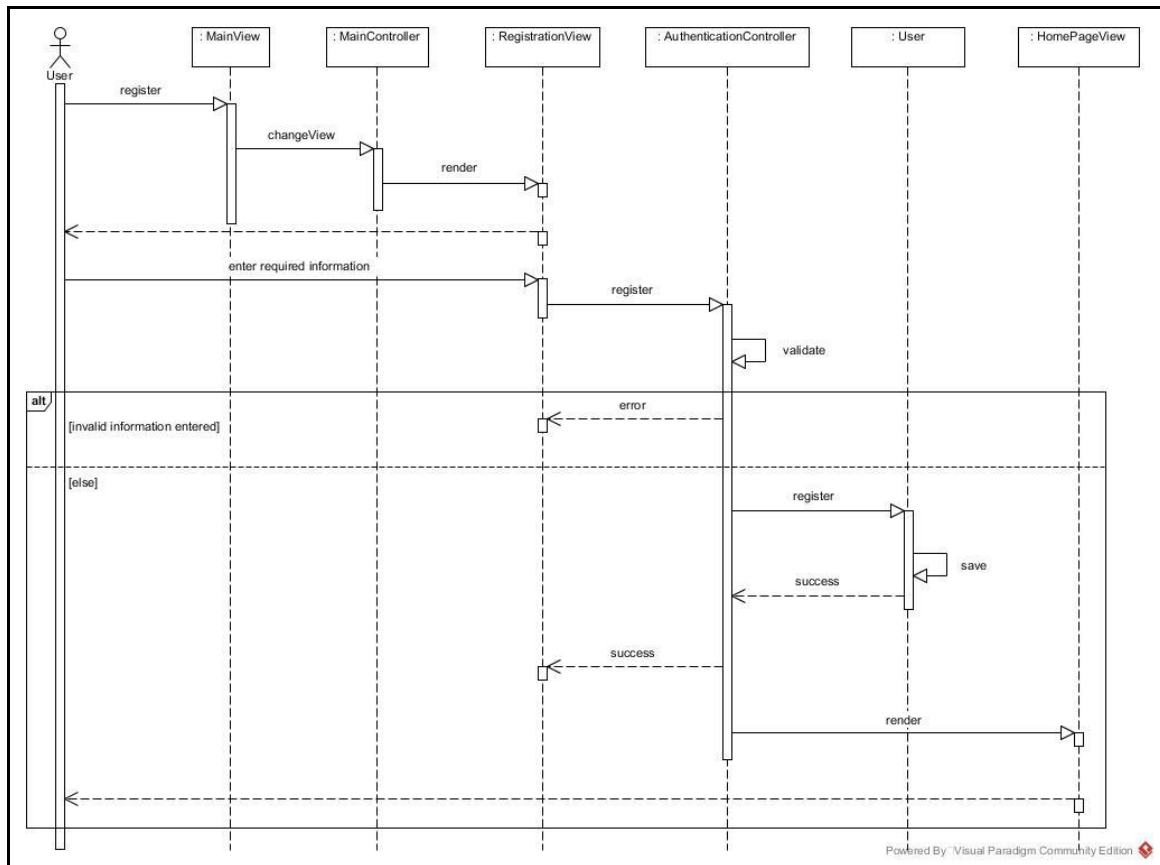
Computer Shop Management System	Version: 1.0
Use-Case-Realization Specification: <Use-Case Name>Sign-up	Issue Date: 05/01/2018

<b>Brief Description</b>	A user creates an account
<b>Actor(s)</b>	User
<b>Flow of Events</b>	
<b>Basic Flow</b>	
<ol style="list-style-type: none"> <li>1. The user goes to registration page or select registration option while try to login the system.</li> <li>2. The system prompts user for registration information: username, password, etc.</li> <li>3. The user enters their information.</li> <li>4. The system validates user information.</li> <li>5. The system creates a new user base on entered information</li> <li>6. The system saves the new user to database.</li> </ol>	
<b>Alternate Flows</b>	
<b>Title</b>	<b>Description</b>
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 not logged in the system (guest).	
<b>Post-Conditions</b>	
<b>Title</b>	<b>Description</b>
Success	Success message is prompted and user is redirected to home page.
Failure	The user is unable to register for one or more reasons and an error is prompted.
<b>Extension Points</b>	
None.	

### 3. Interaction Diagrams

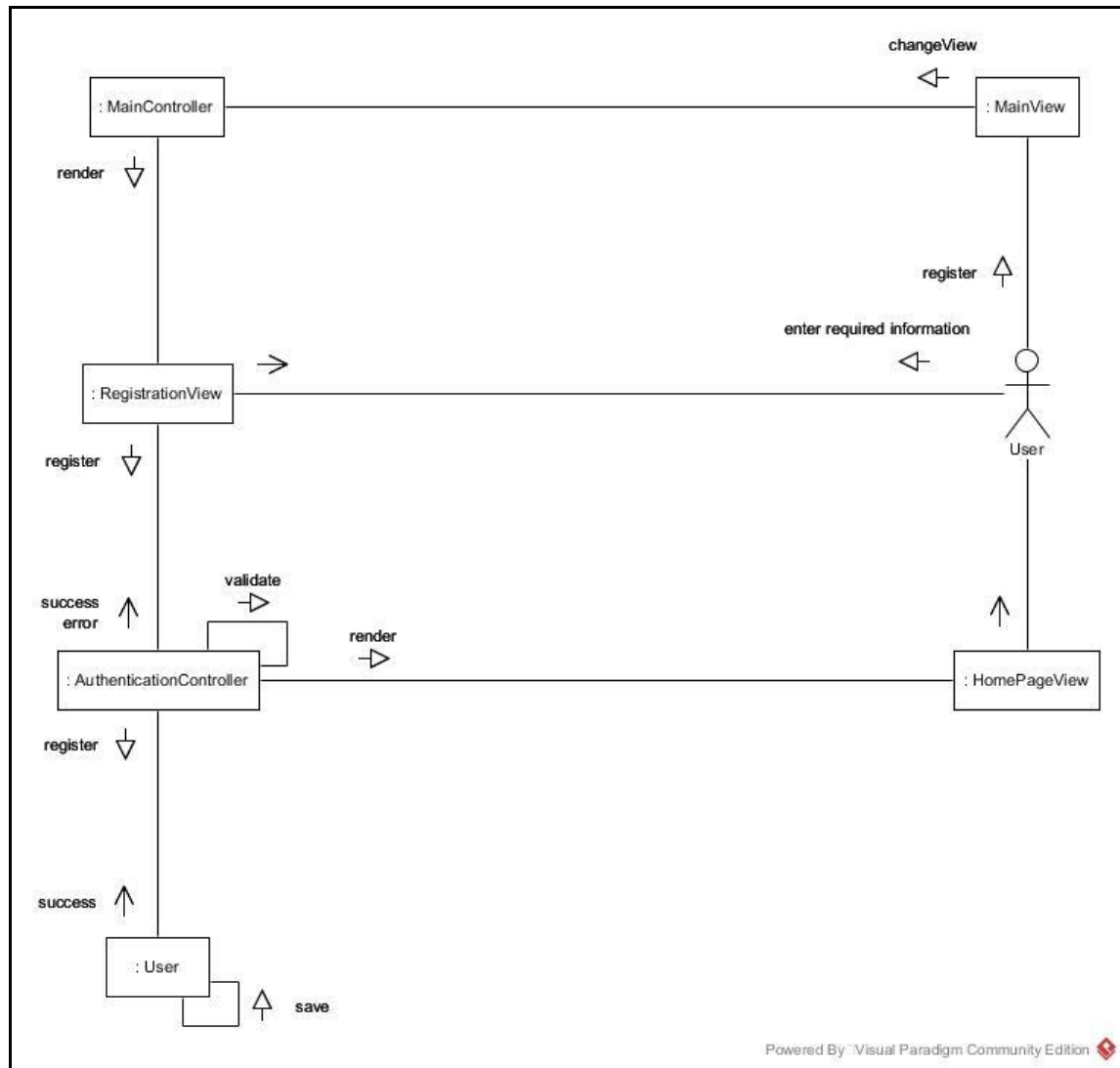
Sequence Diagram:

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

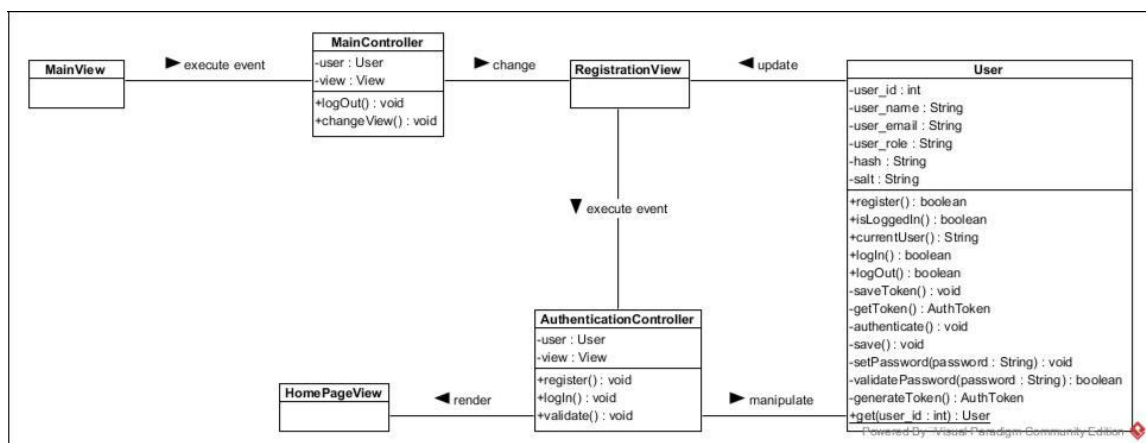


**Collaboration Diagram:**

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



#### 4. Class Diagrams



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

## 5. Derived Requirements

None.