

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

**Version 1.0**

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

## Revision History

Date	Version	Description	Author
12/01/2017	1.0	Final Draft.	Nguyễn Thị Hiền

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# Use-Case-Realization Specification: Sign-in

## 1. Introduction

### 1.1 Purpose

This document describes how the Sign-in 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.

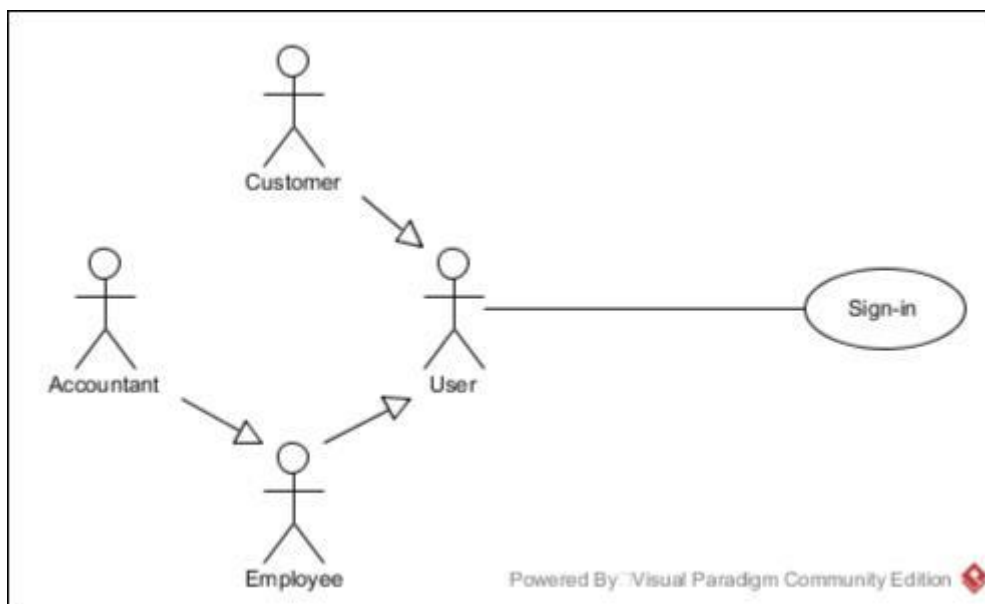
### 1.4 References

None.

### 1.5 Overview

In the following section, Use-Case Realization Specification of the Sign-in 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-in
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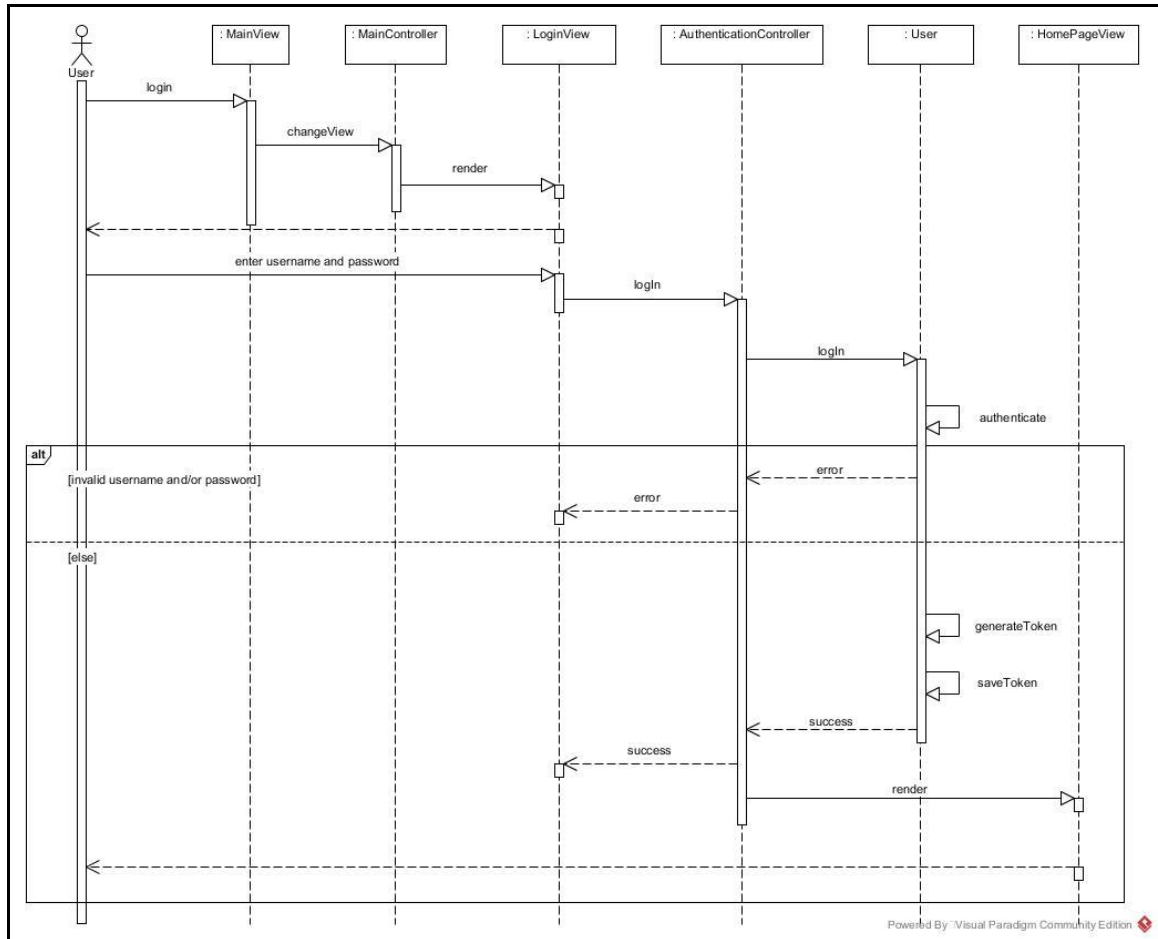
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<b>Brief Description</b>	A user logging in to the system
<b>Actor(s)</b>	User
<b>Flow of Events</b>	
<b>Basic Flow</b>	
<ol style="list-style-type: none"> <li>1. The user goes to login page.</li> <li>2. The system prompts user for a username and password.</li> <li>3. The user enters their username and password.</li> <li>4. The system verifies username and password</li> <li>5. The system authenticates the user.</li> <li>6. The system grants the user an authentication token for the current session.</li> </ol>	
<b>Alternate Flows</b>	
<b>Title</b>	<b>Description</b>
Authentication fail	<ol style="list-style-type: none"> <li>1. User enter invalid username or password.</li> <li>2. System displays information with appropriate message to correct invalid username or password.</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 returned to the home page as a logged in user.
Failure	The user is unable to log in for one or more reasons and an error is prompted.
<b>Extension Points</b>	
None.	

### 3. Interaction Diagrams

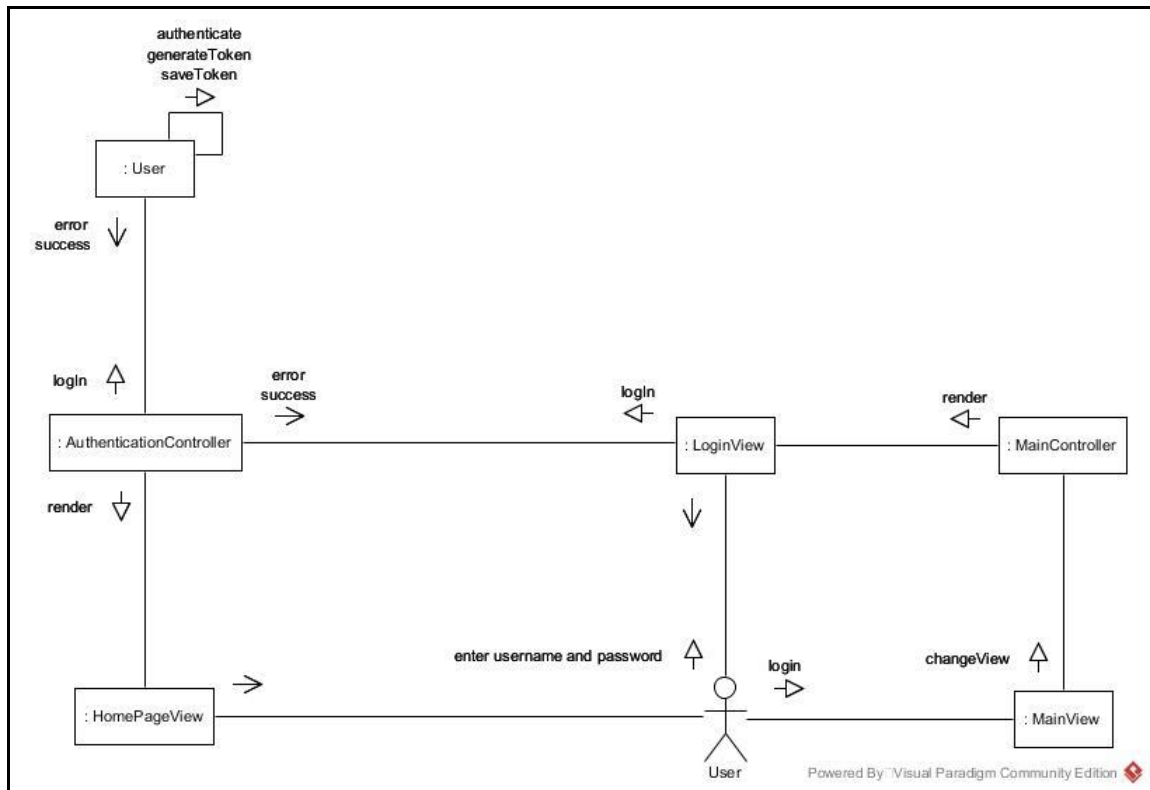
Sequence Diagram:

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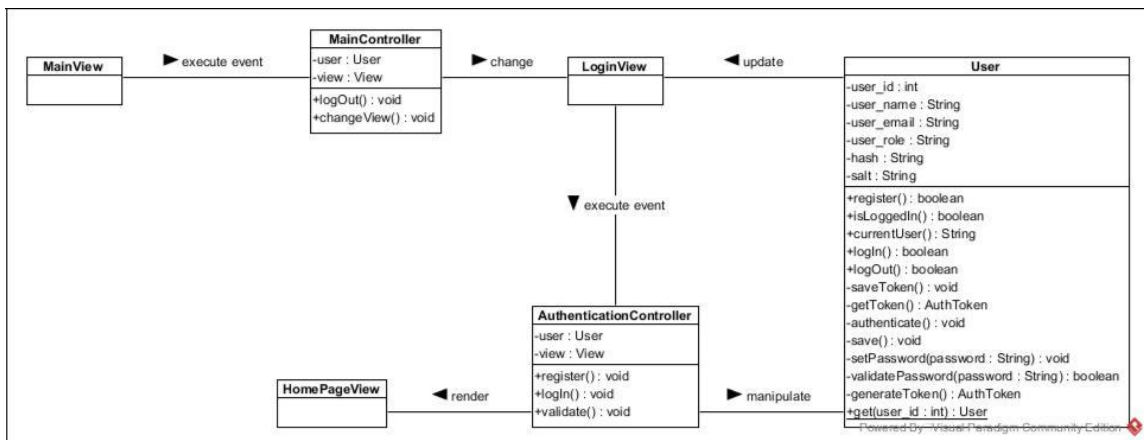


**Collaboration Diagram:**

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#### 4. Class Diagrams



#### 5. Derived Requirements

None.