




Group 4.5: System Database Team

Role

- In-charge of design and development of the System Hospital Database
- It keeps track of hospitals' properties like location, number of free beds, doctors and nurses, pharmacy inventory, available medical wings, and other relevant factors to consider when looking for an ideal hospital to go to. This is regularly updated by hospital staff using a dedicated Access software provided to them. (To note that this project will not work on designing the hospital-specific software. That part is reserved for a possible future expansion of the project)
- This project will simulate database changes in the same way hospitals will do in reality. The Hospital Access Software will work based on the same principles that our simulation will run on.

Group 4.5: *Database Updation* Use Case

Number	5	
Name	Database Updation	
Summary	Hospitals update their current state in the Database via the Hospital Software	
Preconditions	Database and Hospital Software are fully operational Hospital staff are logged into the Hospital Software	
Postconditions	Database is updated with the latest info of the hospital	
Primary Actor(s)	Hospital staff via the Hospital Software	
Secondary Actor(s)	Database	
Trigger	Hospital staff has chosen to update Hospital details	
Main Scenario	Step	Action
	1	Software displays types of data to change (inventory, free beds, doctors available etc) from the Database
	2	Hospital Staff chooses data type
	3	Hospital Staff enters changes and new info to Software



	4	Software asks for confirmation
	5	Hospital Staff confirms using password
	6	Software commits changes to Database after successful confirmation
Extensions	Step	Branching Action
	5a	Hospital Staff abandons changes by not confirming
	5b	Software abandons changes, returns to idle state
	6a	Software notifies Staff of incorrect password, asks for confirmation again, if no. of failed tries < 3 If no. of failed tries ≥ 3 , Software notifies Staff of failed confirmation, abandons changes and returns to idle state