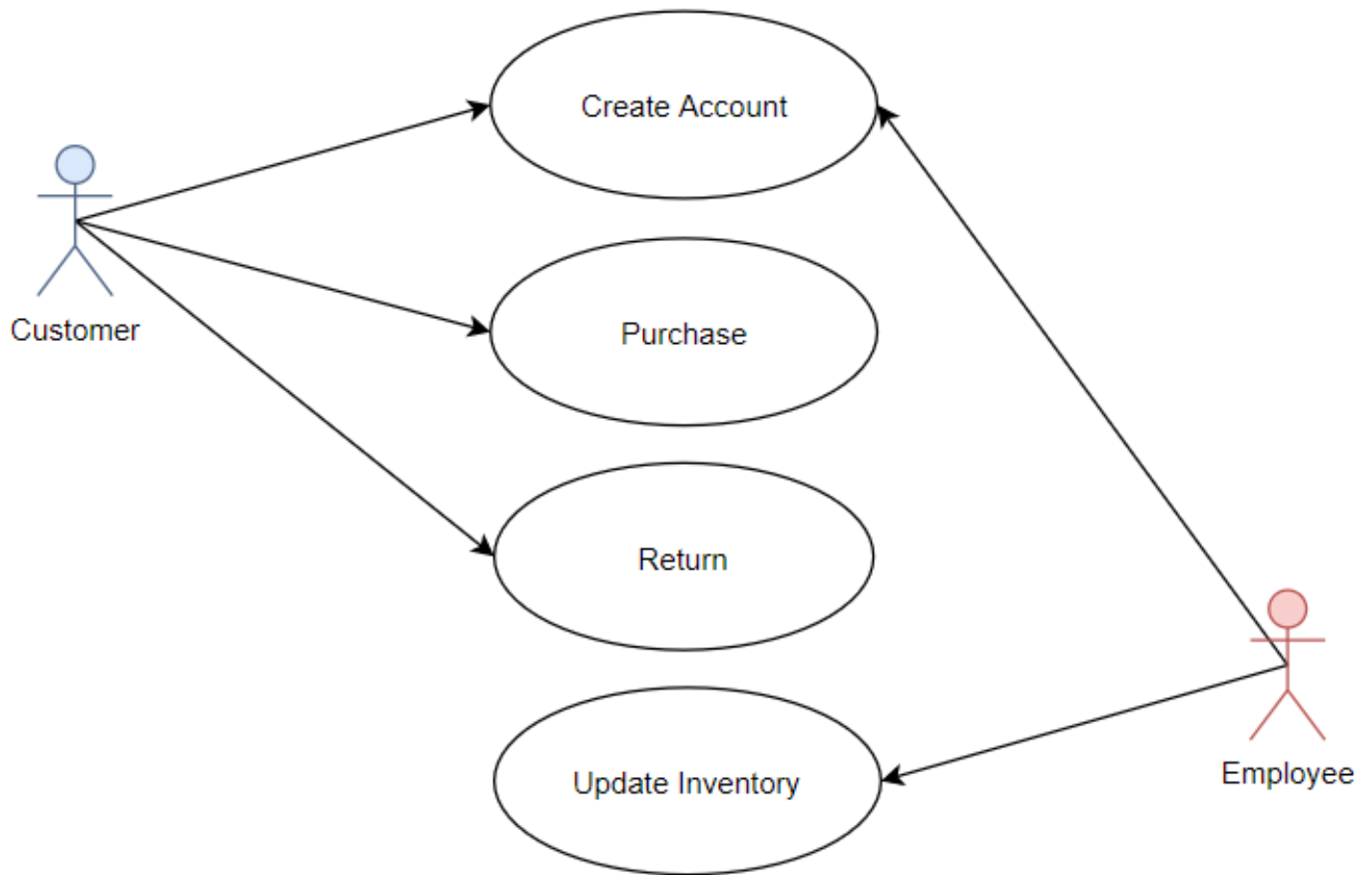


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04/04/2020

Release 2

- 1) Documentation and Specification
 - a) Use Case Diagram



b) Use Case Specifications

Use Case Name: Create Account

Use Case Description: Allows the client or the employee to create an account. It will ask the user to input a username after that they will be asked to input a password. The password for the customer must start with a 1 and the password for the employee has to start with a 2 or they will get an error. After the password has been created the employee's account will be created but the customer will have to input the amount they have in their bank account for theirs to also be created.

Actors:

- Customer
- Employee

Triggers

- Neither the customer nor the employee has an account

Preconditions

- They must have opened the Pet Shop website

Post Conditional

- Their account will be put into the system
- They will be able to log into their own account

Normal Flow:

1. Either the customer or the employee will open Pet Shop website
2. Then they will select create account from the menu
3. The user will input their username and password
4. Customer will input the amount they have in their bank account
5. Their account will be created, and they will be able to log in

Use Case Name: Purchase

Use Case Description: Allows the client to shop for the item they want. After they have logged into their account, they will be able to go look at the items available. From those items the customer will be able to chose what they want and then pay for it with the money in their account.

Actors:

- Customer

Triggers

- Customer wants an item from our store

Preconditions

- They must have opened the Pet Shop website
- The must have logged in

Post Conditional

- They will have to pay for their item
- Then the customer will own a new item

Normal Flow:

1. Customer will log into their account
2. They will browse through the items in stock
3. The customer will then choose the item they want to buy
4. They will pay for it at checkout and get to take it home

Use Case Name: Return

Use Case Description: It allows a customer to return something they purchase if they were not satisfied with it. They will be required to log into their account and choose which item to return from the items he or she purchased. After the return process has been completed they will get a refund back into their account.

Actors:

- Customer

Triggers

- The customer was not satisfied with their purchase

Preconditions

- They must have opened the Pet Shop website
- They must have logged in

Post Conditional

- Their item will be returned
- The money will be refunded to their account

Normal Flow:

1. Customer will log into their account
2. They will choose the item they want to return
3. The customer will then return the item
4. Money will be returned back to their account

Use Case Name: Update Inventory

Use Case Description: Allows the employee to update inventory from either new shipments or returned items. The employee will log into their account and they will input all the items that need to be updated. The items will then be updated into the items that the customers can purchase.

Actors:

- Employee

Triggers

- A new shipment came in or a customer returned something

Preconditions

- They must have opened the Pet Shop website
- They must have logged into their account

Post Conditional

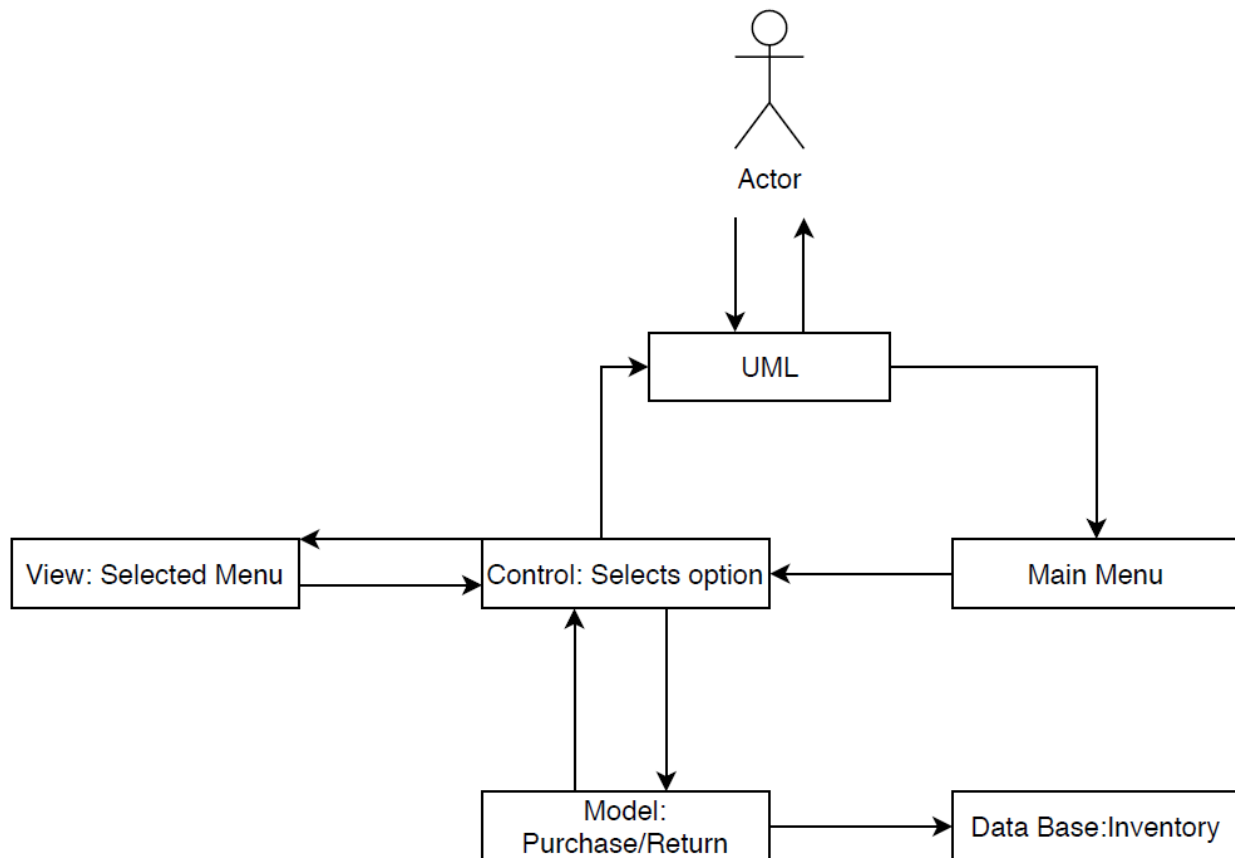
- Items will be updated in the systems
- Customers will be able to see the new items

Normal Flow:

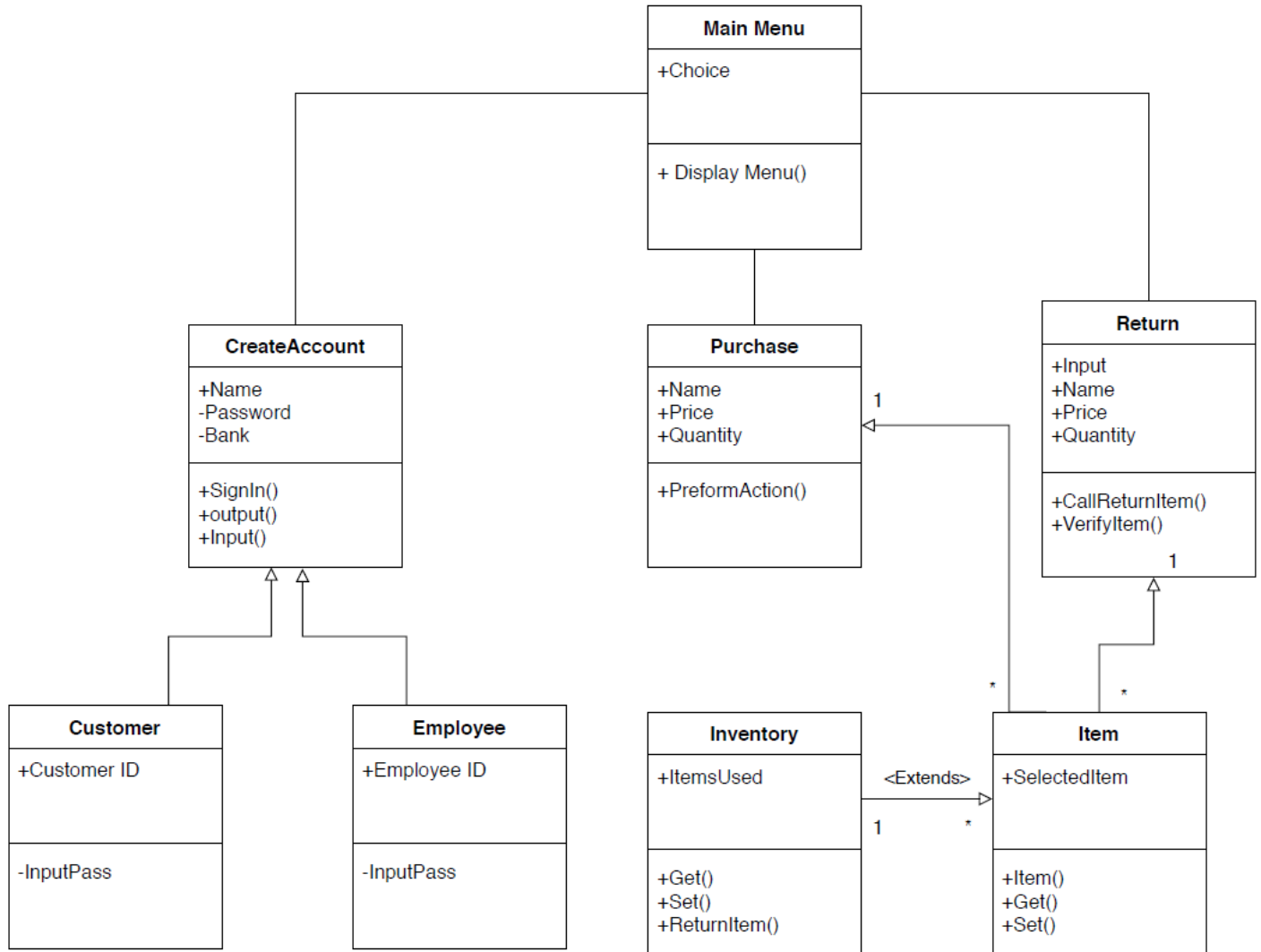
1. Employee will have to log into their account
2. They will then input what items need to be updated
3. The items will be updated
4. Customers will be able to see and buy the new items

2) Structural Design

a) Architecture of application

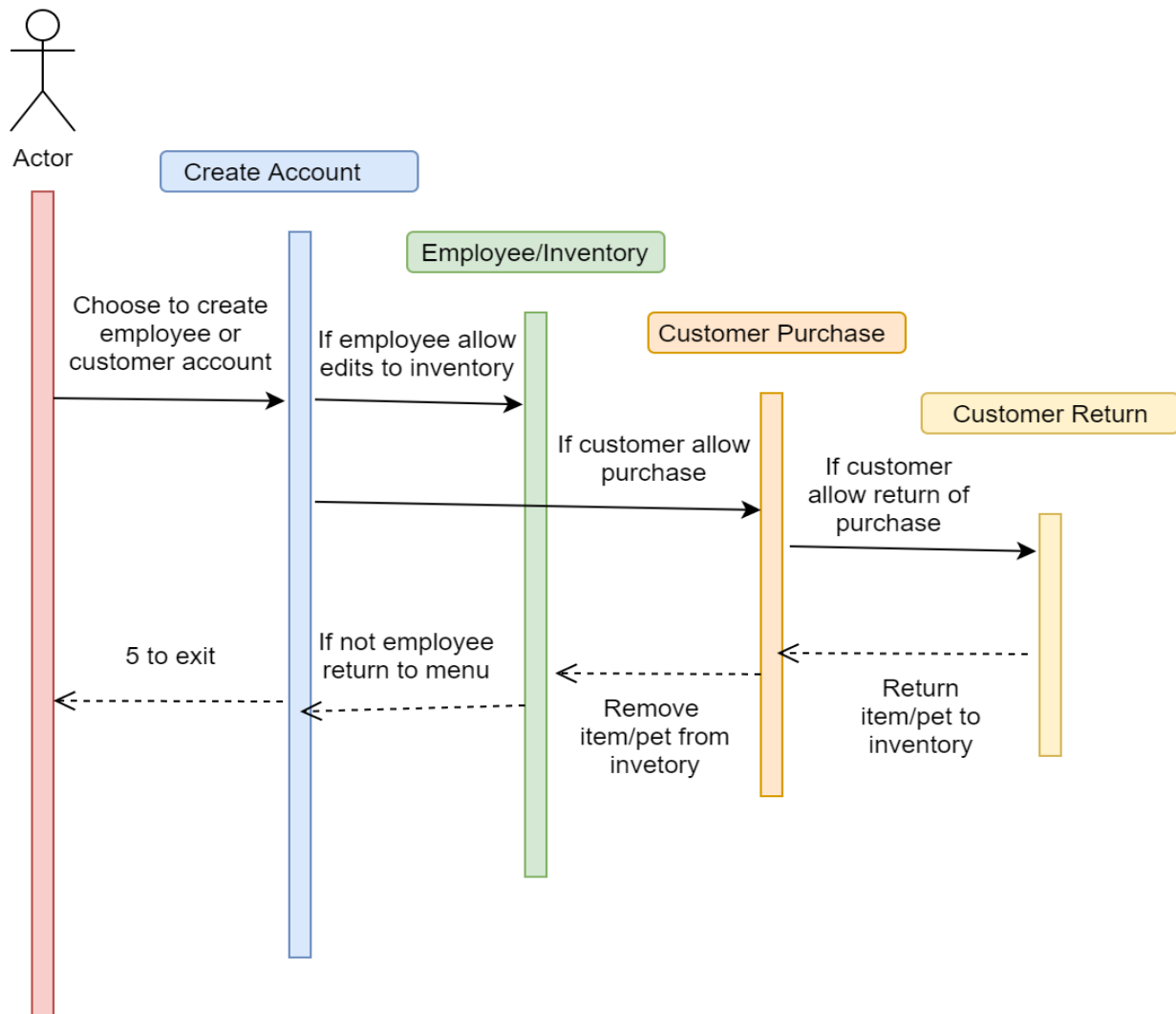


b) Class Diagram

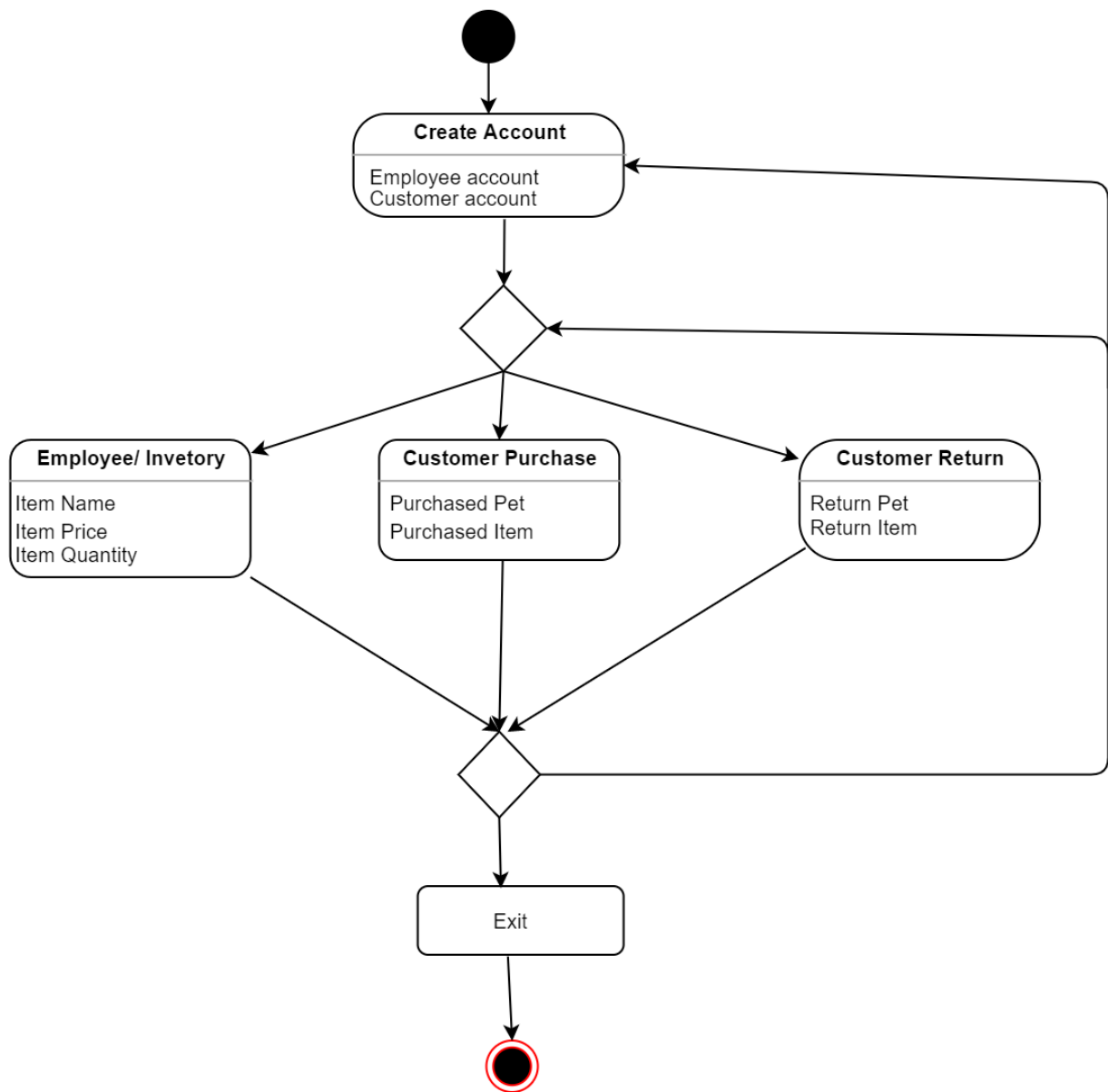


3) Dynamic Design

a) Sequence Diagram



b) State Diagram



c) Activity Diagram

