

Ice Cream Manager [ICM]

USE CASE SPECIFICATION DOCUMENT

Modify Inventory

Version No. v1.0

Project Document Revision History

VERSION	DATE	REVISION AUTHOR	DESCRIPTION OF REVISION
0.1	2016-2-28	Aly Lakhani	Initial content generation.
0.2	2016-3-1	Aly Lakhani	Added introduction, interactions, trigger, pre-conditions, post-conditions, flows of events
0.3	2016-3-6	Aly Lakhani	Updated actors, added assumptions and business rule, added use case diagram, and added table of figures
0.4	2016-3-13	Aly Lakhani	Changed name of UC10 and relevant mentions of "presets" to "preset". Changed name of UC06 and relevant mentions of "items" to "item". Took out filler under 4.0 and 5.0. Changed format of use case interaction to match other Use Cases. Added users, and changed manager to modifier. Updated Use Case activity to Swimlane. Updated Table of Contents and Table of Figures
0.5	2016-3-15	Marc King	Style and format pass, updated actor list to match UCSD
0.6	2016-3-16	Aly Lakhani	Took out content for section 8.1 and 8.2 and modified table of contents. Updated Use Case Activity Diagram
0.7	2016-3-17	Marc King	Updated use case activity diagram.
1.0	2016-3-17	Cosmosys Team	Baselined.

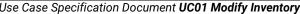


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1.0 Introduction

The manager will be able to manually edit the inventory levels from here. This can also come from the inventory presets. Using this, the manager can increase, and/or decrease inventory levels for an ice cream truck(s), depending on the route the truck is travelling, the size of the truck, or custom user-entered inventories

2.0 Use Case Information

2.1 Actors

ACTOR NAME	ROLE	DESCRIPTION
Manager	Secondary	The manager of the ice cream truck company.
Modifier	Main	The role the manager or the control actor can take on when modifying business entities.
Control	Secondary	The software process that manages modifications to data.
View	Secondary	The software process that manages the display of information.

2.2 Use Case Interaction

- Predecessor
 - Process Batch File
 - Modify Preset
 - Modify Item
 - Modify Voting
- Successors
 - Modify Truck

3.0 Trigger

- The manager entered inventory, or a text file with multiple inventory additions would trigger this use case, and set overall, and/or individual trucks accordingly.
- The manager could refresh the stock as the last used inventory, which would trigger this use case, and set the inventory levels to the same levels as were last used.
- If a preset were applied, that would also trigger this use case, and set the truck(s) inventory levels accordingly.
- If new polling data gives information about new items to be added or popularity of another item, the manager may want to update the inventories for that specific route, which he could use the preset for or enter manually, which would trigger this use case.
- If the manager chose to view the inventory, whether the overall, or just for a specific truck, this use case would be invoked.



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- If product(s) were to go past the date of expiration and the manager needed to manually update the inventory accordingly, that would trigger this use case.
- If one of the ice cream trucks were to break down, the manager would need to salvage the ice
 cream and make sure to take out that truck out of all inventories reloads until repaired. Also may
 need to put more inventories in other trucks if those trucks are assigned the route of a broken
 down truck.

4.0 Pre-condition(s)

4.1 UC05 Process Batch File

As long as this use case is fulfilled correctly, and the batch file is correctly loaded, and the trucks and items were correctly initialized and the inventory parameter was specified, and specified correctly then this use case will be able to process the data and perform the next steps in assigning the inventory.

4.2 UC10 Modify Preset

If the preset has been made correctly and has been chosen to be applied, then this use case will be able to process that data and set inventory in trucks according to truck or route preset. This is not a necessary pre-condition in order for the Modify Inventory use case to work; however, in order for the preset option to work within this use case, this condition must be met prior to using it.

5.0 Post-condition(s)

5.1 UC04 Modify Truck

The inventory on the truck will be updated after this use case is complete.

5.2 View Overall and/or Truck Inventory

The manager will be able to view the overall inventory or the inventory for a selected truck.

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6.0 Use Case Activity Diagram

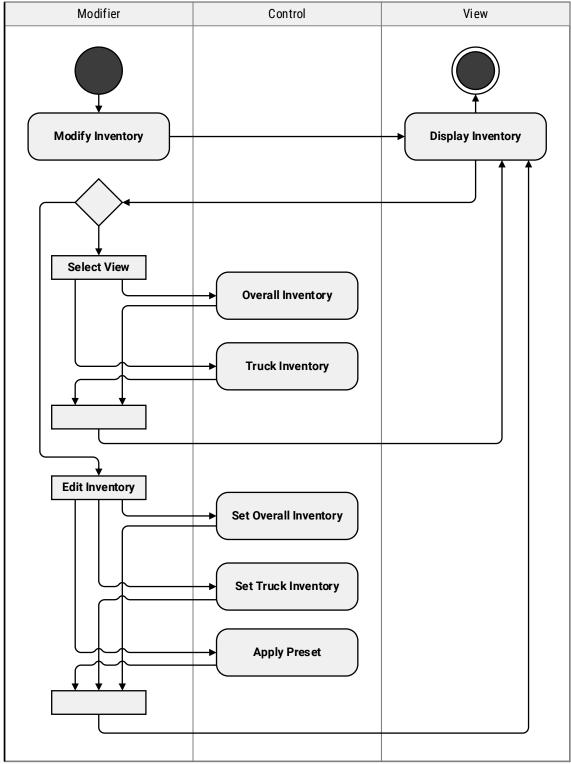


Diagram 1: Use Case Activity Diagram

7.0 Main/Basic Flow(s) of Events

7.1 Stock Depletion Manual Input

- 1. Stock is depleted.
- 2. Manager will make a decision to add as much inventory as they would like.
- 3. They can also press the refresh stock button and reload the last used inventory levels for the selected truck.
- 4. Save Changes.
- 5. The inventories are modified for the truck(s).

7.2 Stock Depletion Preset Applied

- 1. Stock is depleted.
- 2. The manager will be able to select one of the presets they already have created and apply that.
- 3. They can also press the refresh stock button and reload the last used inventory levels for the selected truck.
- 4. Save Changes.
- 5. The inventories are modified for the truck.

8.0 Alternate/Exception Flow of Events

No alternative flows

9.0 Assumptions/Business Rules including Non-Functional Requirements

UC01-1 Modifying the inventory should be processed within 1 second, or provide a progress bar otherwise.

10.0 Use Case Specification Review and Signoff

Review and Signoff of the Use Case Specification

NAME	PROJECT TEAM ROLE	SIGNATURE	DATE
Marc King	Team Lead	M-X-	2016-03-17
Aly Lakhani	Developer	Aly Lakhani	2016-03-17
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