



Ice Cream Manager ^[ICM]

USE CASE SPECIFICATION DOCUMENT

UC10

Modify Preset

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	2016-3-2	Aly Lakhani	Added introduction, interactions, triggers, pre-conditions, post-conditions, flow of events.
0.3	2016-3-6	Aly Lakhani	Added business rules and assumptions, Added Alternate Flow, Added Use Case Diagram, Added Table of Figures
0.4	2016-3-13	Aly Lakhani	Changed name and relevant places of "presets" to "preset". Changed format of use case interaction. 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 formatting pass, updated actor list to match UCSD
0.6	2016-3-16	Aly Lakhani	Updated Use Case Activity Diagram
0.7	2016-3-17	Aly Lakhani	Updated Introduction, Updated Main Flow, and took out previous Main Flow.
1.0	2016-3-17	Cosmosys Team	Baselined.

Table of Contents

1.0 Introduction.....	4
2.0 Use Case Information	4
2.1 Actors.....	4
2.2 Use Case Interaction.....	4
3.0 Trigger	4
4.0 Pre-condition(s)	4
4.1 UC06 Modify Item	4
5.0 Post-condition(s).....	5
5.1 UC01 Modify Inventory.....	5
5.2 UC03 Modify Route	5
5.3 UC04 Modify Truck	5
6.0 Use Case Activity Diagram	6
7.0 Main/Basic Flow(s) of Events.....	7
7.1 Edit Preset	7
8.0 Alternate/Exception Flow of Events.....	7
8.1 Create Preset.....	7
8.3 Delete Preset	7
9.0 Assumptions/Business Rules including Non-Functional Requirements	7
10.0 Use Case Specification Review and Signoff.....	8

Table of Figures

Diagram 1: Use Case Activity Diagram.....	6
---	---

1.0 Introduction

The manager will be able to enter custom preferences for inventory levels, and come back to saved presets for convenience. This will be an alternate flow from the batch file and/or user entered data. From the presets, the manager will be able to assign inventory levels they have already created anytime they want to modify a truck or route.

2.0 Use Case Information

2.1 Actors

ACTOR NAME	ROLE	DESCRIPTION
Manager	Main	The manager of the ice cream truck company.
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
 - Modify Item
- Successor
 - Modify Truck
 - Modify Inventory
 - Modify Route

3.0 Trigger

- The manager wants to create a new preset
- The manager wants to edit an existing preset
- The manager wants to apply a preset for inventory to a route
- The manager wants to apply a preset for inventory for a truck

4.0 Pre-condition(s)

4.1 UC06 Modify Item

As long as the item is made then this use case will be able to create presets of inventory for trucks and routes.

5.0 Post-condition(s)

5.1 UC01 Modify Inventory

If the preset is chosen to be applied, then the Modify Inventory use case will be able to process the data and set inventory in trucks according to truck or route. 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 that use case, this condition must be met prior to using it.

5.2 UC03 Modify Route

The inventory for the specified route will be set to the chosen preset.

5.3 UC04 Modify Truck

The inventory for the specified truck will be set to the chosen preset.

6.0 Use Case Activity Diagram

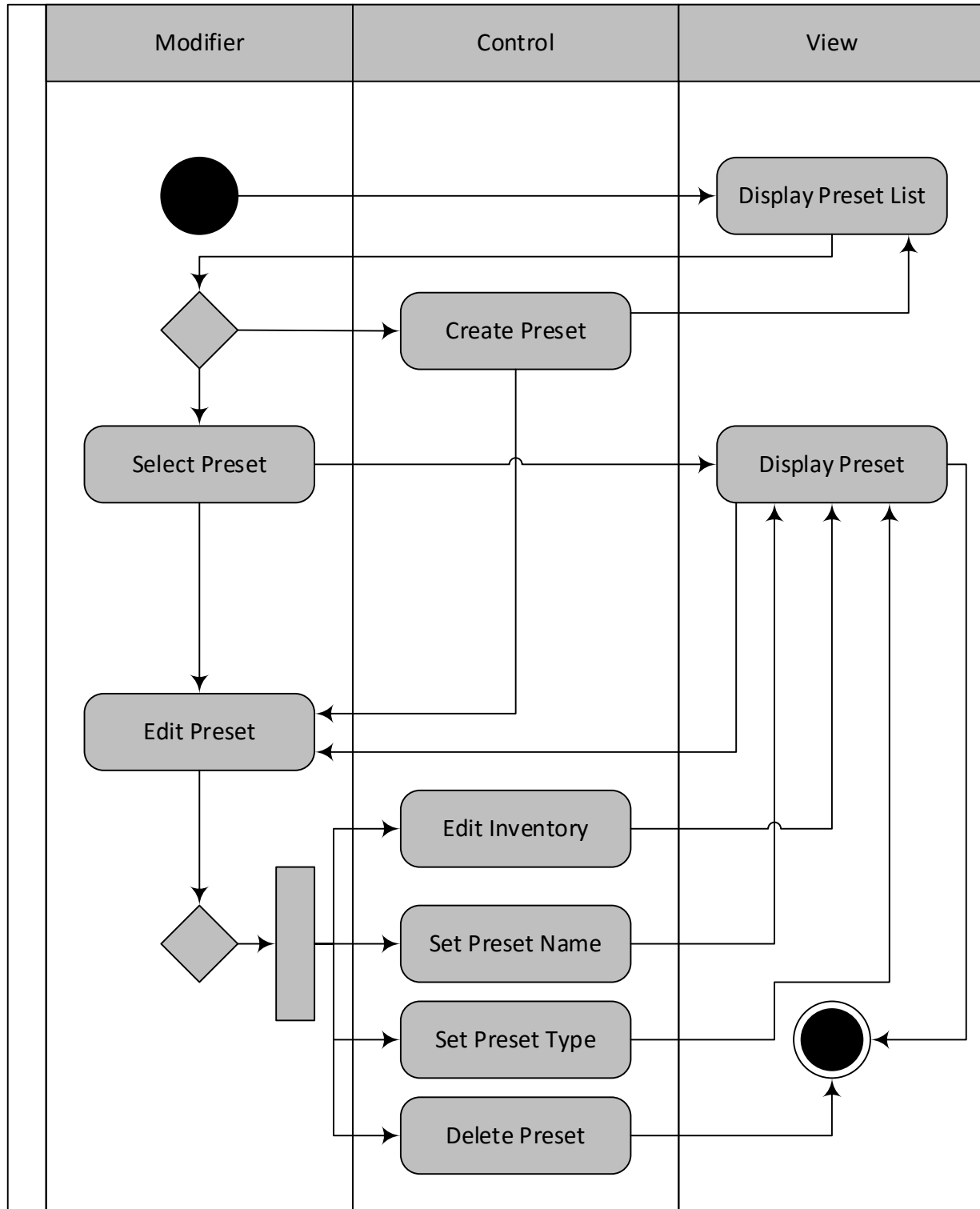


Diagram 1: Use Case Activity Diagram

7.0 Main/Basic Flow(s) of Events

7.1 Edit Preset

1. The manager will be able to go back into the created preset and alter the values they initially entered.
2. The manager will click “Save changes”, and the changes will be available for viewing.

8.0 Alternate/Exception Flow of Events

8.1 Create Preset

1. The manager is able to create a preset that will by default be blank. They will set their own presets.
2. The manager will click “Save changes”, and the changes will be available for viewing.

8.3 Delete Preset

The manager can select a preset and delete it. Doing this means the preset will not be available for future use.

9.0 Assumptions/Business Rules including Non-Functional Requirements

UC10-1. Modifying a preset and or applying it should be processed within 1 second, or provide a progress bar otherwise

UC10-2. We will not be providing any presets, the manager will have to create them all

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		2016-03-17
Aly Lakhani	Developer		2016-03-17
Rodney Lewis	Developer		2016-03-17