Ice Cream Manager [ICM]

USE CASE SPECIFICATION DOCUMENT

UC06

Modify Item

Version No. v1.0

Project Document Revision History

VERSION	DATE	REVISION AUTHOR	DESCRIPTION OF REVISION
0.1	2016-2-20	Marc King	Initial content generation.
0.2	2016-2-26	Marc King	Added introductions, interactions, triggers, pre-conditions, post-conditions, flows of events.
0.3	2016-3-2	Marc King	Added activity diagrams and assumptions.
0.4	2016-3-10	Marc King	Revised activity diagram.
1.0	2016-3-17	Cosmosys Team	Baselined.

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1.0 Introduction

The purpose of this use case is to allow a user to modify the properties of inventory item. Those properties include the name, number, price, and expiration time.

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

Inventories that are managed through UC01 Modify Inventory and UC10 Modify Presets consist of items managed through this use case. This use case is also followed by UC05 Process Batch File when it the batch file contains item modifications.

3.0 Trigger

This use case is initiated when the user accesses an item in the user interface, or when a batch file calls for an item to be modified.

4.0 Pre-conditions

4.1 Software Executing

The settings can only be modified after the software is running on the user's computer.

5.0 Post-conditions

5.1 Item Modified

An item's properties within the database have been changed.

5.2 Item Created

A new item with the specified properties is created within the database.

5.3 Item Deleted

An item is marked as deleted in the database.
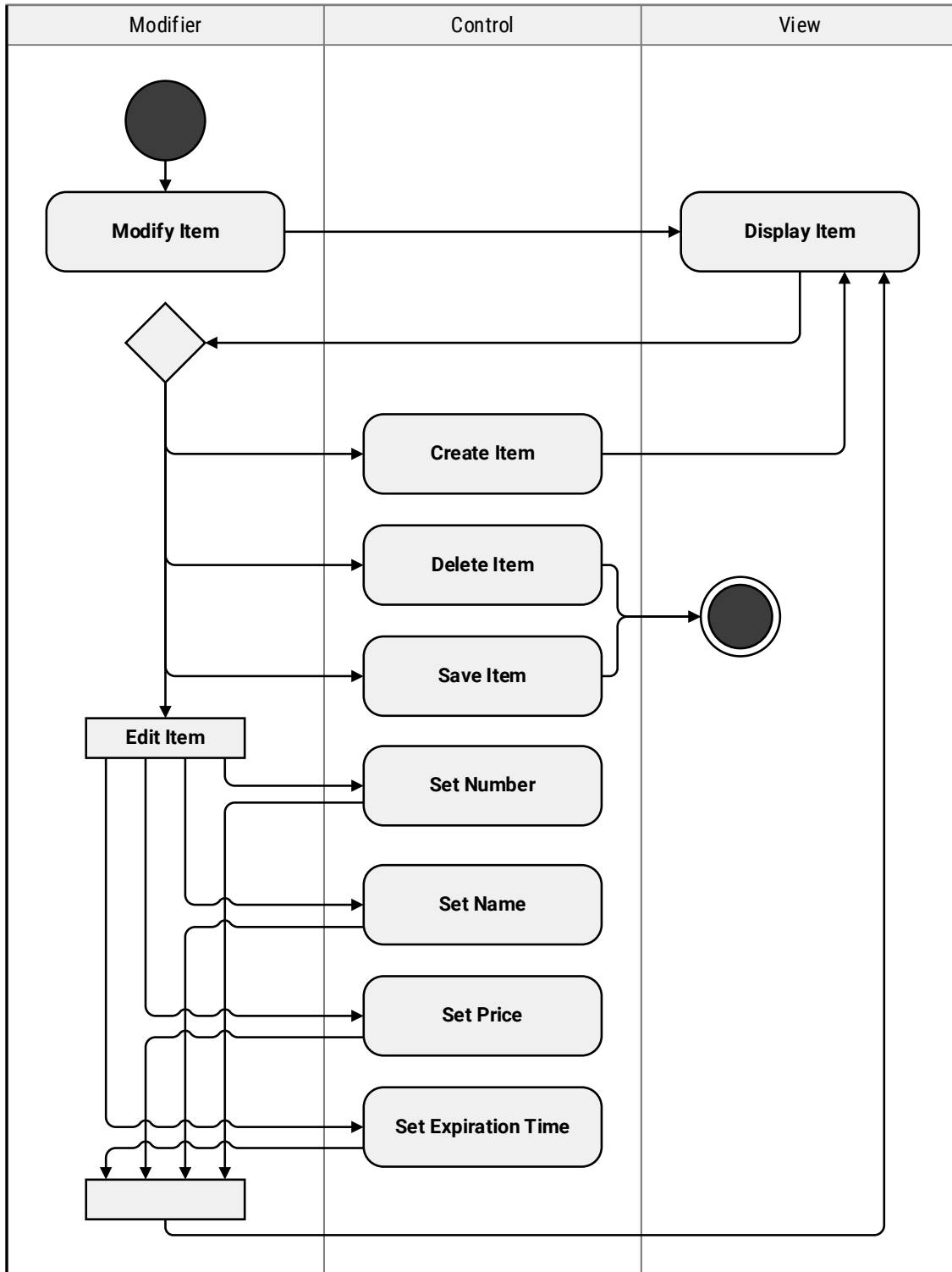
6.0 Use Case Activity Diagram

Diagram 1: Use Case Activity Diagram

7.0 Main/Basic Flow of Events

7.1 Edit Item Properties

The actor is able to change the values associated with an item—name, number, price, expiration time—and then save those changes. These values can be changed through form fields in the graphical user interface, or through the batch file process.

8.0 Alternate/Exception Flows of Events

8.1 Create Item

The actor is able to create an item that will have default properties based on an existing item, or a blank item. Properties copied from an existing item will remain the same except for the item number. A blank item will have default safe values for the item properties.

8.2 Delete Item

An item can be marked as deleted while modifying its properties. When an item is marked as deleted it is no longer available for use in future inventories, but remains a valid item for view past sales and inventory reports.

9.0 Assumptions/Business Rules including Non-Functional Requirements

UC06-1.   Modifying an item's properties 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		2016-03-17
Aly Lakhani	Developer		2016-03-17