# <UC4.1 : DELETE MARKET >

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| Actors | Admin User |
| Description | User selects a market entity to be deleted from the list of existing market entities and deletes it. |
| Preconditions | 1. User should be a valid user and should be logged in the system. 2. The Market to be deleted should exist in the database. |
| Post conditions | 1. The selected Market should be deleted successfully from the database. 2. A message should be displayed to the user. |
| Trigger | User should select Market from the list of displayed entities and then select the delete option. |
| Steps  (Normal Flow) | 1. User should select Market from the list of displayed entities and then select the delete option. 2. The entire list of market names is displayed and the user selects the desired market. 3. All the relevant details of the selected market are opened in read-only mode.      1. If the DELETE button is clicked, a confirmation message is displayed to the user.    1. If the user selects NO, then GOTO #3    2. If the user selects YES, then the entity is deleted from the database, a message is displayed that the entity has been deleted successfully and the user is redirected to the home page. 2. If the CANCEL button is clicked, a confirmation message is displayed to the user whether he wants to cancel the deletion of the entity.    1. If the user selects NO, then GOTO #3    2. If the user selects YES, the operation is cancelled and he is redirected to the home page. |
| Extensions/  Alternative Flows |  |
| Business Rules | 1. The Commodity being deleted should be such, that it is not being used anywhere else in the application while deletion. 2. If the entity is being used somewhere else simultaneously, then the user will get an alert message saying that “Delete not possible. Entity is in use!” |
| Non Functional Requirements | Entities should be deleted in real time. There should be no time-lag. |
| Issues | System may not be connected to the database as the database may be down. |