# <UC1.4 : CREATE CURRENCY>

|  |  |
| --- | --- |
| Actors | Admin User |
| Description | User enters all the details of Currency Entity and is able to create a new Currency. |
| Preconditions | User should be a valid Admin user and should be logged in the system. |
| Post conditions | 1. A new Currency should be added successfully in the database. 2. A confirmation message should be displayed to the user. |
| Trigger | User should select Currency Type from the list of displayed entities and then select the create option. |
| Steps  (Normal Flow) | 1. User should select Currency Type from the list of displayed entities and then select the create option. 2. The user provides all the fields. These include:    1. Currency Name\*    2. Description 3. After entering all the data, the user selects the SAVE or CANCEL button. 4. If the SAVE 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 created and added to the database, a message is displayed that the Entity has been created successfully and the user is redirected to the home page. 5. If the CANCEL button is clicked, a confirmation message is displayed to the user whether he wants to cancel the creation of the Entity or not.    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.   \* Mandatory Fields |
| Extensions/  Alternative Flows |  |
| Business Rules | 1. All the mandatory fields should be filled. 2. Currency Name Validation    1. Where the data field is a name, the max length allowed is 100 characters.    2. Leading character must be Alphanumeric (upper or lower case)    3. Trailing character must be Alphanumeric (upper or lower case)   2.4 All other characters may be any keyboard characters including European keyboard characters (not Cyrillic or Greek)  2.5 Duplicate value not allowed. |
| Non Functional Requirements |  |
| Issues | 1. System not connected to database. |