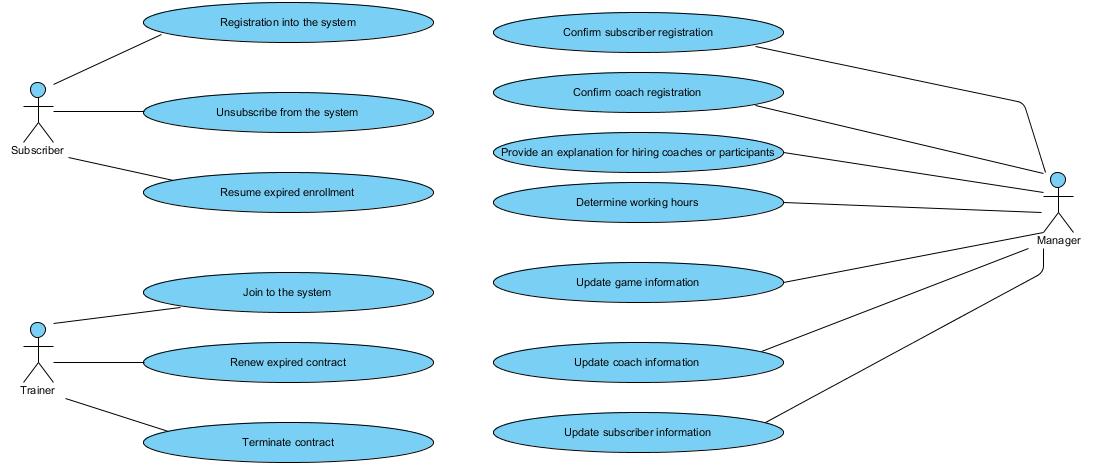
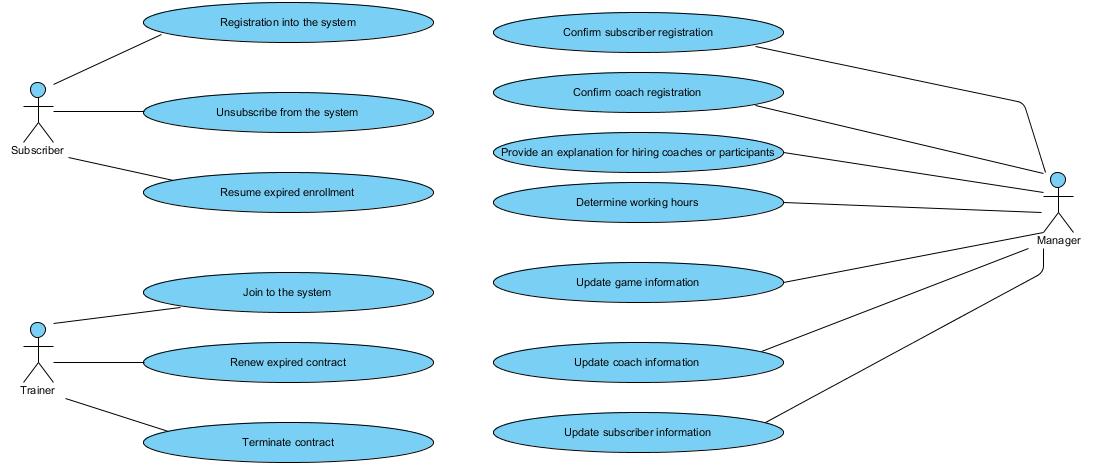
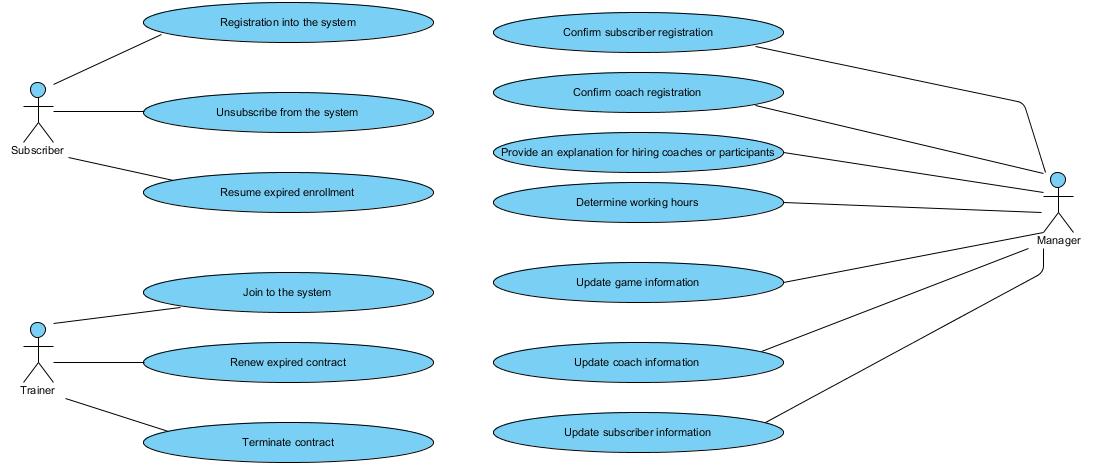
# Development of use cases

## Use case diagrams for all roles:







## Detailed text description of all use cases with alternatives

### Registration into the system - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. User requires to register to the system |
|  | 2. System displays explanation of registration steps/conditions/information |
|  | 3.if User rejects conditions |
|  | 3.1.jump 15. System generates use... |
|  | end if |
|  | 4. System displays an interface to enter the user personal info |
|  | 5. User enters his/her information |
|  | 6. System displays a list of all available games |
|  | 7. User selects desired game/s |
|  | 8. Systems displays available times for each game along with coaches for each one |
|  | 9. User selects available times/coaches |
|  | 10. Systems displays the total cost with methods of payment (cash - credit card) |
|  | 11. User accepts the total cost and the method of payment |
|  | 12.if user selects (credit card) |
|  | 12.1. Systems displays an interface to enter credit information |
|  | 12.2. User enters credit information |
|  | 12.3. System deduct payment from the user credit |
|  | 13.else if user selects (cash) |
|  | 13.1. System prints a bill to be paid by the user |
|  | end if |
|  | 14. System register the user as pending user waiting for manager confirmation |
|  | 15. System generates username/password for the registered user |
|  | 16. System displays generated username/password |
|  | 17. System displays a welcome message |
|  | 18. UseCase ends |
| Extensions | |
|  | 6.a. |
|  | 1.if there is no available games |
|  | 1.1. System displays a sorry message |
|  | 1.2. UseCase ends |
|  | end if |
|  | 8.a. |
|  | 1.if there is no available times for selected games |
|  | 1.1. System displays a sorry message |
|  | 1.2.jump 7. User selects desired... |
|  | end if |
|  | 11.a. |
|  | 1.if User rejects the total cost |
|  | 1.1. System displays a sorry message |
|  | 1.2. UseCase ends |
|  | end if |
|  | 12.3.a. |
|  | 1.if there is no sufficient balance in the credit |
|  | 1.1. System displays a sorry message |
|  | 1.2.jump 10. Systems displays the... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | High |
| **Preconditions:** | Subscriber is not already subscribed before |
| **Post-conditions:** | Subscriber had been subscribed into the system and waiting for manager confirmation |
| **Assumptions:** | There are open positions for new subscribers |

### Unsubscribe from the system - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. User logins to the system using his/her username/password |
|  | 2. User chooses to unsubscribe from the system |
|  | 3. System displays a confirmation message |
|  | 4.if user chooses to confirm un-subscription |
|  | 4.1. System removes the user subscription data (selected games/times/coaches) |
|  | 4.2. System displays suitable message |
|  | 4.3. UseCase ends |
|  | 5.else if user chooses to undo un-subscription |
|  | 5.1. System displays suitable message |
|  | 5.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. User logins to the s... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | User is already subscribed |
| **Post-conditions:** | User was unsubscribed successfully |

### Resume expired enrollment - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. User logins to the system using his/her username/password |
|  | 2. User chooses to renew enrollment |
|  | 3. System displays a confirmation message |
|  | 4.if user chooses to confirm enrollment |
|  | 4.1. Systems displays the total cost with methods of payment (cash - credit card) |
|  | 4.2. User accepts the total cost and the method of payment |
|  | 4.3.if user selects (credit card) |
|  | 4.3.1. Systems displays an interface to enter credit information |
|  | 4.3.2. User enters credit information |
|  | 4.3.3. System deduct payment from the user credit |
|  | 4.4.else if users selects (cash) |
|  | 4.4.1. System prints a bill to be paid by the user |
|  | end if |
|  | 4.5. System register the user as pending user waiting for manager confirmation |
|  | 4.6. System displays a welcome message |
|  | 4.7. UseCase ends |
|  | 5.else if user chooses to undo enrollment |
|  | 5.1. System displays suitable message |
|  | 5.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. User logins to the s... |
|  | end if |
|  | 4.2.a. |
|  | 1.if User rejects the total cost |
|  | 1.1. System displays a sorry message |
|  | 1.2. UseCase ends |
|  | end if |
|  | 4.3.3.a. |
|  | 1.if there is no sufficient balance in the credit |
|  | 1.1. System displays a sorry message |
|  | 1.2.jump 4.1. Systems displays the... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | User is subscription has been ended |
| **Post-conditions:** | User enrollments was unsubscribed renewed |

### Join to the system - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Trainer chooses to join the system |
|  | 2. System displays explanation of trainers’ registration steps/conditions/information |
|  | 3.if Trainer rejects conditions |
|  | 3.1.jump 13. System displays welc... |
|  | end if |
|  | 4. System displays an interface to enter trainer personal information |
|  | 5. Trainer enter his/her information |
|  | 6. System displays a list of all available games |
|  | 7. Trainer chooses games in which he/she is qualified |
|  | 8. System displays a time table to choose training time |
|  | 9. Trainer chooses available period |
|  | 10. System registers trainer as pending trainer waiting for admin confirmation |
|  | 11. System generates username/password for the new trainer |
|  | 12. System displays generated username/password |
|  | 13. System displays welcome message |
|  | 14. UseCase ends |
| Extensions | |
|  | 7.a. |
|  | 1.if no games suitable for the trainer qualifications |
|  | 1.1. System displays a suitable message |
|  | 1.2. UseCase ends |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | High |
| **Preconditions:** | Trainer is not yet joint |
| **Post-conditions:** | Trainer has been joint and waiting for admin confirmation |
| **Assumptions:** | There are open positions for new trainers |

### Renew expired contract - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Trainer logins to the system using username/password |
|  | 2. Trainer choose to renew his/her contract |
|  | 3. System displays a confirmation message |
|  | 4.if trainer chooses to confirm contract renewal |
|  | 4.1. System updates trainer contract data |
|  | 4.2. System registers trainer contract as pending contract waiting for admin confirmation |
|  | 4.3. System displays welcome message |
|  | 4.4. UseCase ends |
|  | 5.else if trainer chooses to cancel contract renewal |
|  | 5.1. System displays suitable message |
|  | 5.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Trainer logins to th... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | Trainer contract had been expired |
| **Post-conditions:** | Contract renewed successfully |
| **Assumptions:** | Trainer wants to renew his/her contract |

### Terminate contract - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Trainer logins to the system using username/password |
|  | 2. Trainer chooses to terminate his/her contract |
|  | 3. System displays confirmation message |
|  | 4.if trainer chooses to proceed with termination |
|  | 4.1. System registers contract as terminated |
|  | 4.2. System removes trainer from available games/times/coaches |
|  | 4.3. System displays suitable message |
|  | 4.4. UseCase ends |
|  | 5.else if trainer chooses to cancel contract termination |
|  | 5.1. System displays suitable message |
|  | 5.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Trainer logins to th... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | Trainer contract is already valid and not expired |
| **Post-conditions:** | Contract terminated successfully |
| **Assumptions:** | Trainer want to terminate his/her contract |

### Confirm subscriber registration - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to confirm subscriber registration |
|  | 3. System displays a list of all pending subscribers |
|  | 4. Admin chooses a specific subscriber |
|  | 5. System displays full details about selected subscriber (including deducted balance/paid bill) |
|  | 6.if Admin chooses to confirm subscription |
|  | 6.1. System registers subscriber as active |
|  | 6.2. System updates games/times/coaches to take confirmed subscriber into consideration |
|  | 6.3. System notifies selected coach (using SMS) |
|  | 6.4.jump 8. System notifies sele... |
|  | 7.else if Admin chooses to rejects subscription |
|  | 7.1. System registers subscriber as rejected |
|  | 7.2.jump 8. System notifies sele... |
|  | end if |
|  | 8. System notifies selected subscriber (using SMS) |
|  | 9. System displays success message |
|  | 10. UseCase ends |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |
|  | 3.a. |
|  | 1.if there are no pending subscribers |
|  | 1.1. System displays suitable message |
|  | 1.2. UseCase ends |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | High |
| **Preconditions:** | N/A |
| **Post-conditions:** | pending registered subscriber has been confirmed |
| **Assumptions:** | Admin want to confirm subscriber registration |

### Confirm coach registration - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to confirm coach registration |
|  | 3. System displays a list of all pending coaches |
|  | 4. Admin chooses a specific coach |
|  | 5. System displays full details about selected coach |
|  | 6.if Admin chooses to confirm subscription |
|  | 6.1. System registers coach as active |
|  | 6.2. System updates games/times/coaches to take confirmed coach into consideration |
|  | 6.3. System notifies selected coach (using SMS) |
|  | 6.4.jump 8. System notifies sele... |
|  | 7.else if Admin chooses to rejects subscription |
|  | 7.1. System registers coach as rejected |
|  | 7.2.jump 8. System notifies sele... |
|  | end if |
|  | 8. System notifies selected coach (using SMS) |
|  | 9. System displays success message |
|  | 10. UseCase ends |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |
|  | 3.a. |
|  | 1.if there are no pending coaches |
|  | 1.1. System displays suitable message |
|  | 1.2. UseCase ends |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | High |
| **Preconditions:** | N/A |
| **Post-conditions:** | pending registered coach has been confirmed |
| **Assumptions:** | Admin want to confirm coach registration |

### Provide an explanation for hiring coaches or participants - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username password |
|  | 2. Admin chooses to update explanation for hiring coaches or participants |
|  | 3. Systems displays an interface to updates explanation for hiring both coaches or participants |
|  | 4. Admin updates selected fields |
|  | 5. System displays confirmation message |
|  | 6.if admin chooses to confirm modifications |
|  | 6.1. System saves updated modifications |
|  | 6.2. Systems displays success message |
|  | 6.3. UseCase ends |
|  | 7.else if admin chooses to cancel modifications |
|  | 7.1. System displays suitable message |
|  | 7.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Low |
| **Preconditions:** | N/A |
| **Post-conditions:** | Explanation has been updated successfully |
| **Assumptions:** | Admin wants to update explanation for hiring coaches or participants |

### Determine working hours - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to update working hours |
|  | 3. Systems displays a schedule to update working hours |
|  | 4. Admin updates selected fields |
|  | 5. System displays confirmation message |
|  | 6.if admin chooses to confirm modifications |
|  | 6.1. System saves updated working hours |
|  | 6.2. Systems displays success message |
|  | 6.3. UseCase ends |
|  | 7.else if admin chooses to cancel modifications |
|  | 7.1. System displays suitable message |
|  | 7.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Low |
| **Preconditions:** | N/A |
| **Post-conditions:** | Working hours has been updated successfully |
| **Assumptions:** | Admin wants to update working hours |

### Update game information - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to update game information |
|  | 3. System displays a list of all available games |
|  | 4. Admin chooses a specific game to be updated |
|  | 5. Systems displays an interface to update game information |
|  | 6. Admin updates selected fields |
|  | 7. System displays confirmation message |
|  | 8.if admin chooses to confirm game information |
|  | 8.1. System saves updated game information |
|  | 8.2. Systems displays success message |
|  | 8.3. UseCase ends |
|  | 9.else if admin chooses to cancel modifications |
|  | 9.1. System displays suitable message |
|  | 9.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | N/A |
| **Post-conditions:** | Game information has been updated successfully |
| **Assumptions:** | Admin wants to update a game information |

### Update coach information - Use Case Details

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to update coach information |
|  | 3. System displays a list of all coaches |
|  | 4. Admin chooses a specific coach to be updated |
|  | 5. Systems displays an interface to update coach information |
|  | 6. Admin updates selected fields |
|  | 7. System displays confirmation message |
|  | 8.if admin chooses to confirm coach information |
|  | 8.1. System saves updated coach information |
|  | 8.2. Systems displays success message |
|  | 8.3. UseCase ends |
|  | 9.else if admin chooses to cancel modifications |
|  | 9.1. System displays suitable message |
|  | 9.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | N/A |
| **Post-conditions:** | Coach information has been updated successfully |
| **Assumptions:** | Admin wants to update a coach information |

### Update subscriber information - Use Case

**Flow of Events**

|  |  |
| --- | --- |
| Flow of Events | |
|  | 1. Admin logins to the system using username/password |
|  | 2. Admin chooses to update subscriber information |
|  | 3. System displays a list of all subscriber |
|  | 4. Admin chooses a specific subscriber to be updated |
|  | 5. Systems displays an interface to update subscriber information |
|  | 6. Admin updates selected fields |
|  | 7. System displays confirmation message |
|  | 8.if admin chooses to confirm subscriber information |
|  | 8.1. System saves updated subscriber information |
|  | 8.2. Systems displays success message |
|  | 8.3. UseCase ends |
|  | 9.else if admin chooses to cancel modifications |
|  | 9.1. System displays suitable message |
|  | 9.2. UseCase ends |
|  | end if |
| Extensions | |
|  | 1.a. |
|  | 1.if username/password are incorrect |
|  | 1.1. System displays error message |
|  | 1.2.jump 1. Admin logins to the ... |
|  | end if |

**Use Case Details**

|  |  |
| --- | --- |
| **Complexity:** | Medium |
| **Preconditions:** | N/A |
| **Post-conditions:** | Subscriber information has been updated successfully |
| **Assumptions:** | Admin wants to update a subscriber information |