Please describe in details all use cases related to those user stories (e.g., checking out, changing price and quantity, adding a new product...). The description should include drawings or sketches of the relevant screens the system displays in each use case.

- 1. As a user, I want to check out a list of items bought by a customer
- 2. As a user, I want to update the inventory (change price, availability, add new products,...)

Use cases:

Use case: Check out

Steps:

1. The system displays the main screen

Logo and store information

Checkout

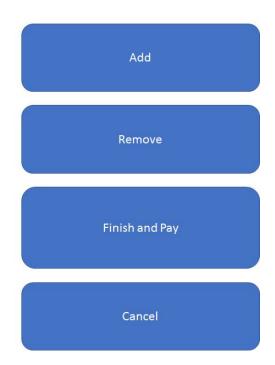
Manage Inventory

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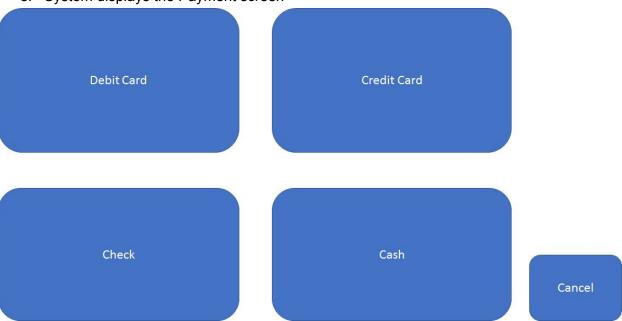
- 2. User clicks on button "Checkout"
- 3. The system displays the Checkout screen

List of items

ID	Descriptio n	Price	Quantity
4011	Banana	0.59	2
2505	Milk	2.99	1



- 4. User click on button "Add" to add a new item
- 5. System updates information of the new item in the list of items
- 6. User repeats step 4 for all items
- 7. User clicks on button "Finish and Pay"
- 8. System displays the Payment screen



- 9. User chooses payment type
 - a. If user choose payment of type Cash, System displays the Receipt screen for printing:

Store information

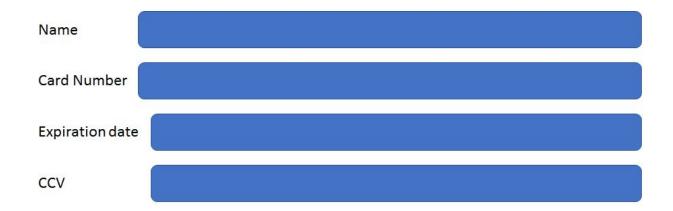
ID	Descriptio n	Price	Quantity
4011	Banana	0.59	2
2505	Milk	2.99	1

Print

Customer and payment information

b. If user choose payment type of Credit Card, System displays the Credit Card screen:

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Amount to pay: \$50.00



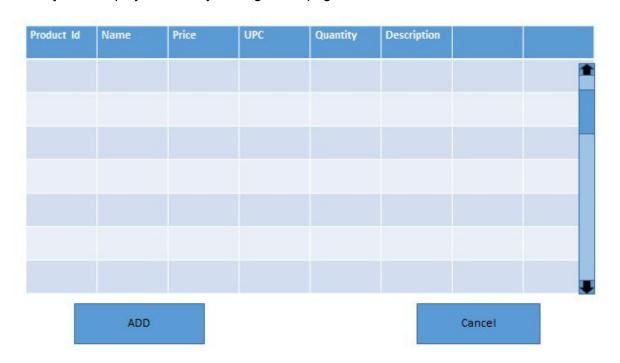
Use case: Inventory management:

1. System displays main menu.



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- 2. User clicks on "Manage Inventory"
- 3. System displays Inventory Management page.



4. If The user clicks the "Cancel" button

a. The System will go back to the to main menu/ will close the inventory window. (are they going to be all in the same window?/ or in different windows?)

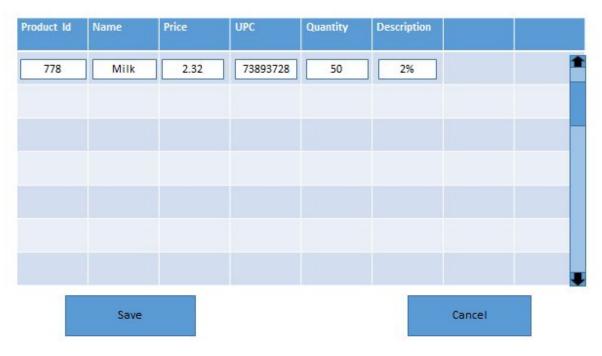
Logo and store information

Checkout

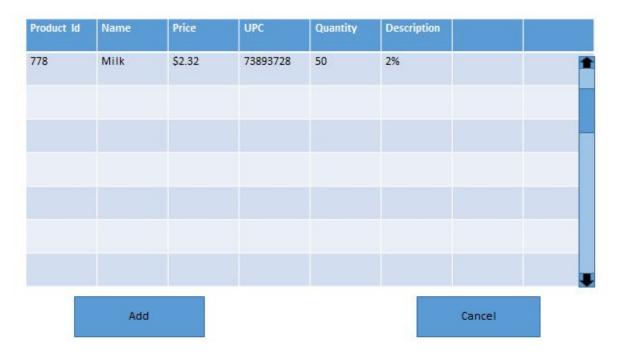
Manage Inventory

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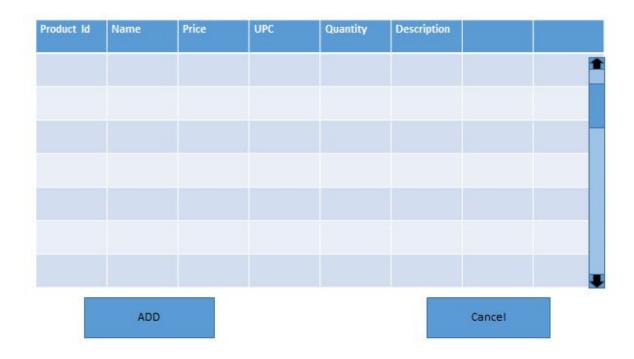
- 5. If The user clicks on a row
 - a. The System will put that row into edit mode and change the buttons at the bottom to look like the following



- b. If the user Saves
- c. The System will save the edits, and put it back into view mode.



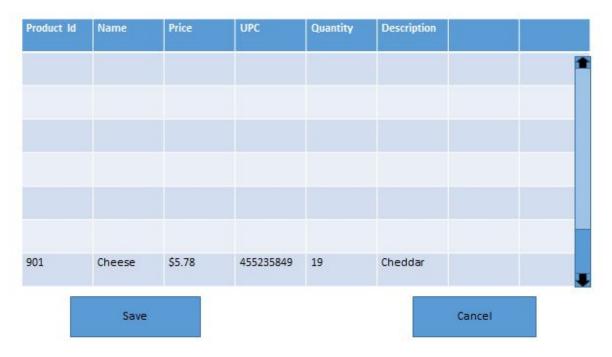
- d. If the user presses "Cancel"
- e. The system will cancel the edit changes and put it back into view mode.



- 6. If the User clicks the add button
 - a. They System will add a new row at the bottom and move to that row.



- b. If the user clicks "Save"
- c. The System will insert the row, and go back to edit mode.



- d. If the user clicks "Cancel"
- e. The System will get rid of the new row and put the screen back to view mode.

