

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 an employee, I want to login into and logout from the system
2. As an employee, I want to change my display information (e.g. display name, photo...), my access code/password from the system
3. As a cashier, I want to check out a list of items bought by a customer
4. As a manager, I can assign or change the access rights to other employees
5. As a manager, I want to update the inventory (change price, availability, add new products,...)
6. As a customer support employee, I want to help a customer returning an item bought previously

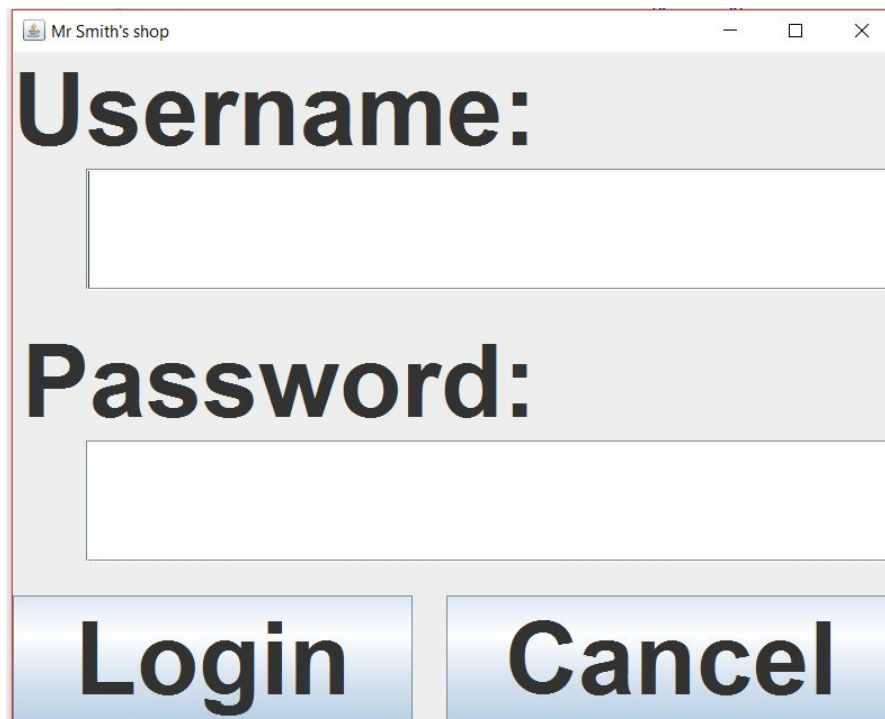
Current users logins are
jordan password
nick password
smith password

Use case 1: As an employee I want to Login and logout from the system.

1.1 As an employee I want to login to the system

Steps:

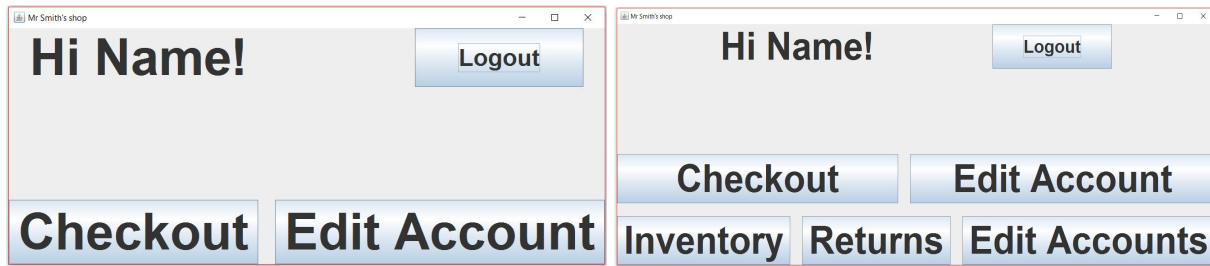
1. The system displays the main screen



The screenshot shows a web browser window titled "Mr Smith's shop". The login form has a light gray background. It features two large text labels: "Username:" and "Password:", both in bold black font. Below each label is a white rectangular input field. At the bottom of the form, there are two blue buttons with white text: "Login" on the left and "Cancel" on the right. The browser window includes standard OS controls (minimize, maximize, close) in the top right corner.

2. The user types in credentials and clicks log in

3. If the login information was correct the system displays either the cashier main page or the manager main page depending on the type of user that logged in.



1.2 As an employee I want to logout of the system

Steps:

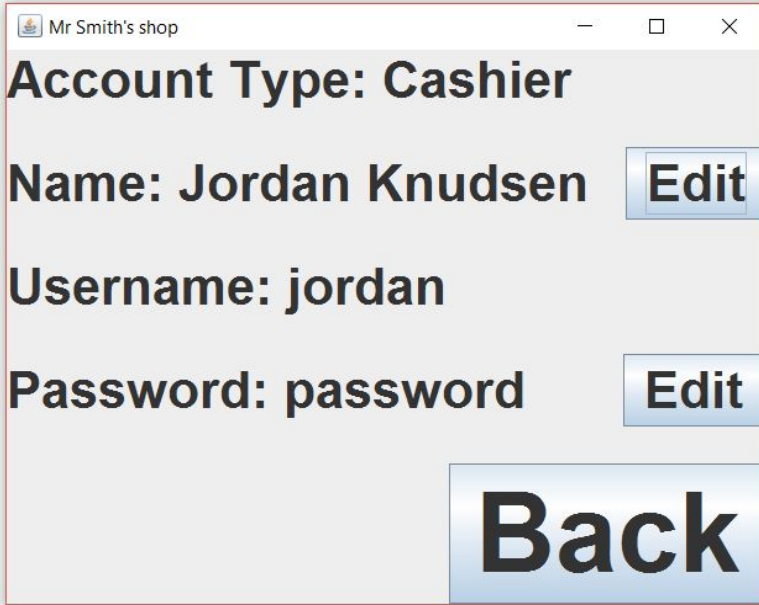
1. If the user clicks logout on either screen it will take them back to the login screen.

The image shows a login screen for 'Mr Smith's shop'. It has a title bar with the shop's name and standard window controls. The main area contains a 'Username:' label followed by a text input field, and a 'Password:' label followed by another text input field. At the bottom, there are two large, prominent buttons labeled 'Login' and 'Cancel'.

Use case 2: As an employee I want to edit my profile

Steps:

1. From either the manager or cashier screen click Edit Account
2. The system will display the edit account page

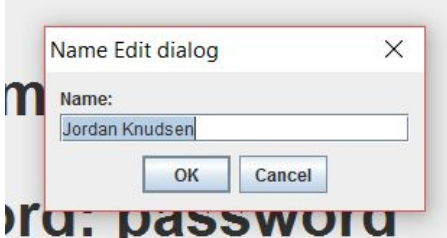


The screenshot shows a window titled "Mr Smith's shop". Inside, the account type is "Cashier". The name "Jordan Knudsen" is displayed next to an "Edit" button. The username "jordan" is shown. The password "password" is shown next to another "Edit" button. A large "Back" button is at the bottom right.

2.1 As an employee I want to edit my Name

Steps

1. Click Edit next to the name field
2. The system will popup a edit dialog



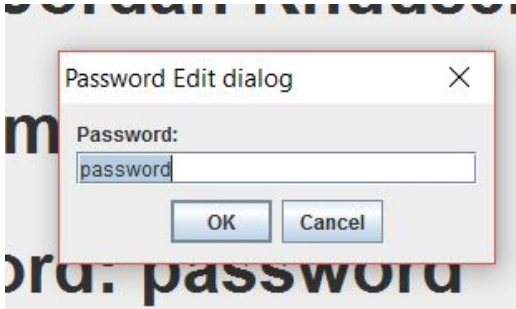
The screenshot shows a "Name Edit dialog" box. It contains a label "Name:" followed by a text input field containing "Jordan Knudsen". Below the input field are "OK" and "Cancel" buttons.

3. The user can then change the name.
4. The system will change the name in the system and in the previous screen if the user clicks okay, otherwise It will not change anything.

2.2 As an employee I want to edit my Password

Steps

1. Click Edit next to the password field
2. The system will popup a edit dialog



The screenshot shows a "Password Edit dialog" box. It contains a label "Password:" followed by a text input field containing "password". Below the input field are "OK" and "Cancel" buttons.

3. The user can then change the password
4. The system will change the password in the system and in the previous screen if the user clicks okay, otherwise It will not change anything.

2.3 As an employee I want to return to the main screen

Steps

1. At anytime the user can click the Back button, which will take the program back to the manager or cashier screen.

Use case 3: As an employee I want to perform the Checkout process

Steps:

1. On either the manager or cashier pages, click Checkout
2. The system will display the Checkout window.

The screenshot shows a window titled "Mr Smith's shop" with a "Check out" header. The main area is a large empty rectangle. On the right side, there are four buttons: "Add a product", "Add products", "Pay", and "Cancel". At the bottom, there is a summary table:

Sub-Total:	\$0.00
Tax:	\$0.00
Total:	\$0.00

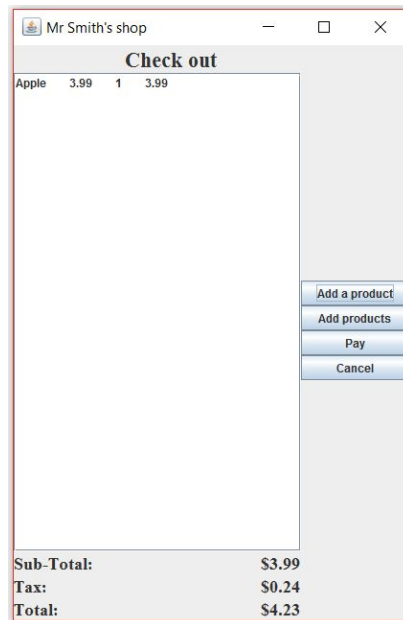
3.1 As an employee I want to add a single product to the checkout

1. User clicks "Add a product"
2. Product id dialog appears

The screenshot shows a small dialog box titled "Product Id" with a close button (X). It contains the text "Enter the id of the product that you want:" followed by a text input field. At the bottom, there are two buttons: "OK" and "Cancel".

3. User enters an id

4. If invalid id system will display an error dialog otherwise will add the product to the order.

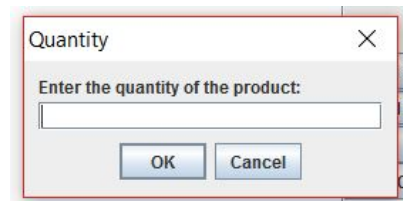


3.2 As an employee I want to add multiple products to the checkout

1. User clicks "Add products"
2. System displays the product Id dialog



3. The user enters id and clicks ok
4. The system displays the quantity dialog



5. After amount is entered and the user clicks ok the product is added with the amount entered.

Check out			
Apple Pie	6.99	3	20.97

Buttons: Add a product, Add products, Pay, Cancel

Sub-Total: \$20.97
Tax: \$1.26
Total: \$22.23

3.3 As an employee I want to cancel a checkout order

1. At anytime the user clicks cancel
2. The program displays either the cashier or manager main page

3.4 As an employee I want to process payment of a checkout

1. During checkout the user will click the pay button
2. The program will then change to the checkout screen

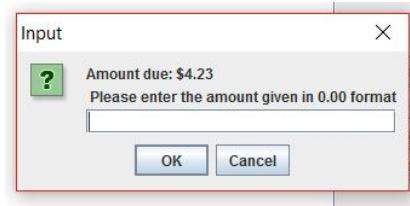
Payment			
Apple	3.99	1	3.99

Buttons: Cash, Credit Card, Debit Card, Cancel

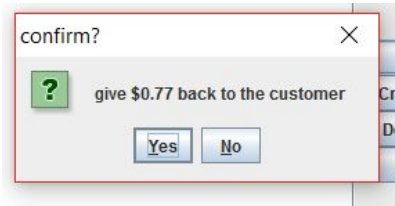
Sub-Total: \$3.99
Tax: \$0.24
Total: \$4.23

3.4.1 As an employee I want to process a cash payment

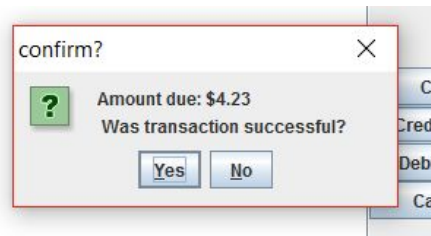
1. If the user clicks cash a dialog will popup telling how much is due, and will ask for how much the customer gave to pay with



2. The system will then display the amount of change to give back to the customer on a confirmation dialog



3. After transaction is confirmed the system returns to either the cashier or manager main page.
- 3.4.2 As an employee I want to process a credit card payment
 1. If the user clicks cash a dialog will popup telling how much is due, and will ask if the transaction was successful.



2. After transaction is confirmed the system returns to either the cashier or manager main page.
- 3.4.3 As an employee I want to process a debit card payment
 1. If the user clicks cash a dialog will popup telling how much is due, and will ask if the transaction was successful.

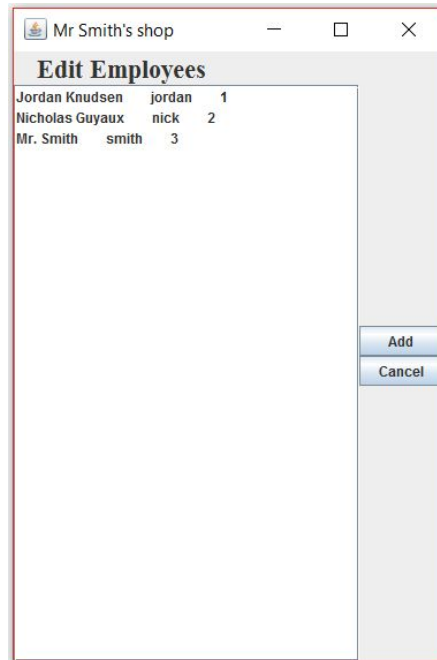


2. After transaction is confirmed the system returns to either the cashier or manager main page.
- 3.4.4 As an employee I want to cancel a checkout payment

1. If the user clicks cancel it will go back to the checkout screen for the current order so that it can be modified if needed. If the order is being completely canceled it has to be canceled from the checkout screen.

Use case 4: As a manager I want to Manage Employee Accounts

1. On the manager screen click Edit Accounts
2. The system will display the edit accounts screen

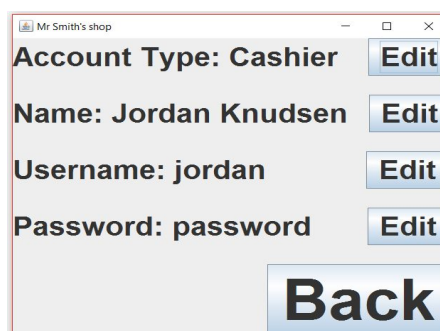


4.1 As a manager I want to edit an existing employee

1. To edit an existing employee you must find them in the list and right click on their row, then on the context menu click "edit"



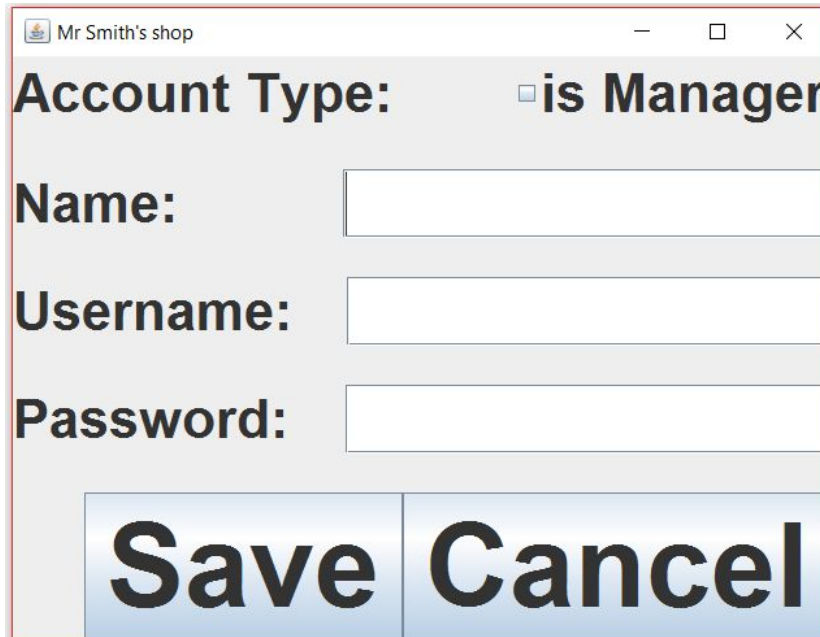
2. The system will show a edit account screen for that user



- a. You can then edit the user as you would in use case 2, and can also edit the username field, and account type mode, but if that user is the current user you are unable to edit their own employee type.

4.2 As a manager I want to add a new employee

1. To create a new employee click the add button
2. Add Employee screen will display

The screenshot shows a window titled "Mr Smith's shop" with standard window controls (minimize, maximize, close). The main content area has a light gray background. At the top, it says "Account Type:" followed by a checkbox and the text "is Manager". Below this are three input fields: "Name:", "Username:", and "Password:". At the bottom, there are two large, blue, rounded rectangular buttons labeled "Save" and "Cancel".

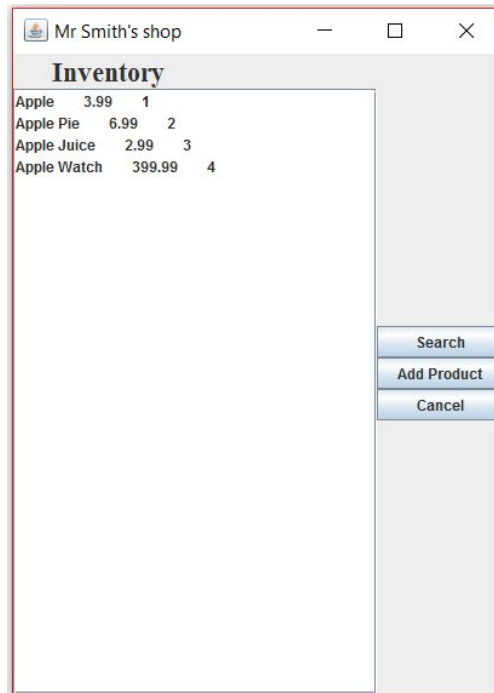
3. After the fields are filled out pressing save will add the employee into the data
 - a. Both save and cancel will return to the edit accounts screen

4.3 As a manager I want to return to the main screen

1. By clicking the back button the system will return to the manager main screen

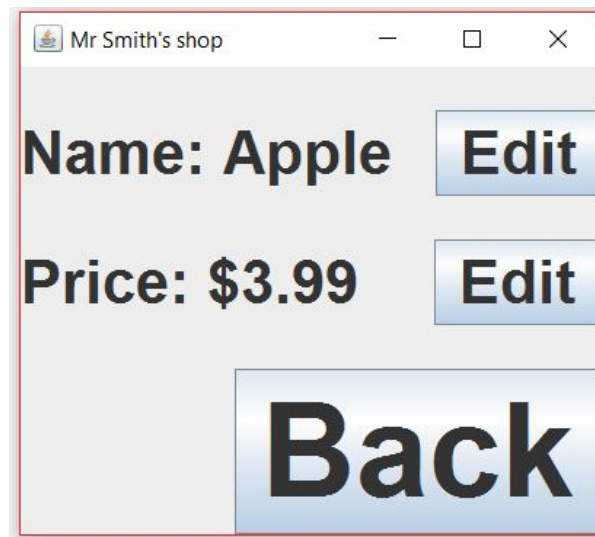
Use case 5: As a manager I want to Manage the produce Inventory

1. Click on the Manage Inventory button on the manager main screen
2. The system will display the manage inventory screen



5.1 As a manager I want to edit an existing product

1. Right click on the product you want to edit and then click edit on the context menu.
2. The system will display a screen to edit the product



3. From here the user can edit the product similarly to how you edit accounts in use case 2.

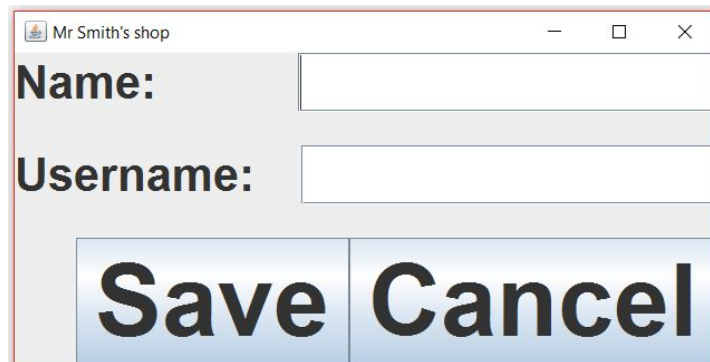
5.2 As a manager I want to remove an existing product

1. Right click on the product you want to remove and click remove
2. A confirmation dialog will appear making sure you want to remove it.



5.3 As a manager I want to add a new product

1. Click "Add" on the inventory management screen
2. The system will display the new product screen



5.4 As a manager I want to return to the main screen

1. Click back
2. The system will return to the manager main screen

Use case 6: As a manager I want to return products purchased by a customer

- 6.1 As a manager I want to load an order
- 6.2 As a manager I want to return an item from an order
- 6.3 As a manager I want to process return payment
- 6.4 As a manager I want to return to the main screen