

OOAD

Lab#3: Use Case and Scenario

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All actors:

1. Student
2. Tutor
3. Payment Authorization Service.

Brief Use Case:

- Searching tutor: A student put all the requirement information about tutor (subject, price, period, place, etc.) The system checks the database and show the detail. If the student has been marked favorite any tutor, the system will collect to be statistic to show the student, a most likely type of tutor next time.
- Choosing tutor: A student chooses a tutor, then the system will send the request to the tutor. Waiting until the tutor response, if the tutor accepts the student have to pay the payment in due time, but if the tutor refuses the request, they have to give the reason why.
- Cancelling tutor: If the student has necessary reason to cancel the course, he/she has to give the reason why, and if he/she has been cancelling too many times in the same time the system will block that student as a punishing for a month.
- Rating the tutor: After ending the course student has to rates the tutor. If the tutor got high rating when others student has been searching, the tutor will show on the top of the list.
- Signing up: A student have to put all requirement information (name, address, phone number, bank account, e-mail). Then

the student has to authenticate to make sure that is the real person.

Fully-dressed

Choosing tutor

Use Case1

Primary Actor: Student

Stakeholders and Interests:

- Student: Wants accurate, trustworthy tutor
- Tutor: Wants money
- Payment Authorization Service: Wants to receive digital authorization requests in the correct format and protocol. Wants to accurately account for their payables.

Preconditions: Student and Tutor are identified and authenticated.

Success Guarantee (Postcondition): Student gets the correct tutor. Tutor gets student who surely attend the course. Payment authorization approvals are recorded.

Main Success Scenario (or Basic flow):

1. Student put requirements information for searching.
2. System shows the list of tutors.
3. Student chooses tutor.
4. System send the request to the tutor.
5. Tutor accept the request.
6. Student pay the payment.
7. The course is begin.
8. After the course, student rates the tutor.

Extensions (or Alternative flow):

1. The student cancels the course
 - a. Give the reason why
 - b. System record the activity
2. The tutor cancels the course
 - a. Give the reason why
 - b. System record the activity
3. Invalid identifier
 - a. Let student/tutor authenticate him/her self.
 - b. Authenticate bank's account.
4. Student did not rate the tutor
 - a. Remind them in several time.

Casual Use Case:

Main Success Scenario:

A student chooses a tutor, then the system will send the request to the tutor. Waiting until the tutor response, if the tutor accepts the student have to pay the payment. The course is begin.

Alternative Scenario:

- a. If student/tutor wants to refuse the course, they have to give the reason why and the system will record the activity if they have cancelled the course too many times in the same time the system will block the user.
- b. If after the course student did not rate the tutor, the system will remind in several time.
- c. If student chooses the tutor but did not authenticate themselves. They have to authenticate first, then authenticate bank's account. After that the system will allow to send request to the tutor and create a payment.

