Art Gallery Management

Use-Case Model

Version <1.0>

Revision History

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# Use-Cases Identification

***Use case: LOG-IN***

***Level: user-goal***

***Primary actor: both Customer and Admin***

***Main success scenario: the actor fills in the username and the password fields and if these are correct then the actor will see a menu of actions he/she can perform***

***Extensions: if the actor does not have an account, he has to create one by filling a registration form (just for the Customer)***

***Use case: CRUD ON CUSTOMERS/ARTISTS/PIECES OF ART***

***Level: user goal***

***Primary actor: Admin***

***Main success scenario: the actor can delete, update, add any customers, artists and pieces of art, by choosing the right section from the menu and filling in the necessary information***

***Extensions: the worst case is that he/she can’t finish the task because of wrong/ incomplete information or the connection with the DB is weak***

***Use case: Buy pieces of art***

***Level: user-goal***

***Primary actor: Customer***

***Main success scenario: the actor chooses a piece of art that he/she likes and he/she will fill in a form to buy the piece of art***

***Extensions: the customer can’t buy what he wants because of the wrong information***

# UML Use-Case Diagrams

