# Objektorienterad Design

## Use Cases

Name: A user can login

Actors: User, Administrator

Description: A user enters a username and a password, and if a user with those credentials exist in the system, the user is logged in.

Name: Send Message

Actors: User, Administrator

Description: User/Admin send private messages, by selecting another user/admin as a receiver and writing a message.

Name: Receive Message

Actors: User, Administrator

Description: User/Admin can receive and read private messages from other users/admins.

Name: Select Warehouse

Actors: User, Administrator

Description: A user/admin can select a warehouse from a list on the home screen to view and interact with.

Name: Create Warehouse

Actors: Administrator

Description: An administrator can create a warehouse through an interface only accessible by administrators.

Name: Display Warehouse

Actors: User, Administrator

Description: A user/admin can display a map of the currently selected warehouse. The map shows the warehouses isles, goods and trucks.

Name: Add Goods

Actors: User, Administrator

Description: A user can add goods to the warehouse. This is done by opening a window and selecting goods to be added from a list.

Name: Move Goods

Actors: User, Administrator

Description: A user can select goods and move it around using cursor keys.

Name: Edit Goods

Actors: User, Administrator

Description: A user can select goods and edit different attributes of the goods. These attributes are price, dimensions and weight.

Name: Tracking Trucks

Actors: User, Administrators

Description: A user can locate any truck live on the warehouse-map

Name: Look at a trucks cargo

Actors: User, Administrators

Description: A user can select a truck and see what cargo it is carrying

Name: Direct trucks

Actors: User, Administrators

Description: A user can select a truck and direct it to a new location by clicking on a valid location.

Name: Lock truck or goods

Actors: User, Administrators

Description: Each item or truck will be locked when selected by any users. This means that another user cannot interact with the enitity.