# 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:

Actors:

Description: