# Descrierea cazurilor de utilizare

[Use cases](https://en.wikipedia.org/wiki/Use_case) will be used as requirements for this project.

## Template

An adaptation of the standard Cockburn template will be used. The template and examples follow:

Descriptions of template fields:

* **ID and name:** Title should be descriptive and should usually begin with a verb, e.g. order, calculate, input, etc. ID can have any format but must be unique among all use cases.
* **Primary actor:** Person that wishes to accomplish a goal through the use of the system. Only a single primary actor per use case.
* **Secondary actors:** Actors that have an interest in the completion of the goal but that do not directly interact with the system.
* **Description:** Concise description of the purpose of the use case.
* **Trigger:** Condition internal or external to the system that prompts the use case to start.
* **Preconditions:** Conditions that must be true before the use case starts. Each should be labeled with an ID unique to the use case.
* **Postconditions:** Conditions that must be true after the use case ends normally. Each should be labeled with an ID unique to the use case.
* **Normal flow:** Detailed step-by-step description of the logical flow of the use case. It should describe an explicit two way interaction, with the system prompting for input and the actor responding accordingly. Each step should be numbered.
* **Alternative flows:** Flows that achieve the same goal as the normal flow but are expected to be less common or lower priority.
* **Exceptions:** Conditions that result in the normal flow ending prematurely due to an unrecoverable condition in the system. The condition that causes the flow should be clearly stated, as should be any other decisions that the actor must make in this situation.

## Examples

For a hypothetical “Terminal for Sales Management”.

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| **ID and name** | UC-1: Plaseaza comanda | | |
| **Primary actor** | Agent | **Secondary actors** | Sistemul de comenzi |
| **Description** | Un agent se logheaza in aplicatia de gestionare a comenzilor si plaseaza o comanda de produse tinand cont si de stocul produselor existente. | | |
| **Trigger** | Un agent vrea sa comande anumite produse. | | |
| **Preconditions** | PRE-1. Agentul este logat in aplicatie. | | |
| **Postconditions** | POST-1. Comanda este salvata in sistem cu un status “Accepted”.  POST-2. Inventarul produselor este updatat cu datele din noua comanda. | | |
| **Normal flow** | **1.**   1. Agentul deschide terminalul pentru a introduce o noua comanda. 2. Sistemul ii afiseaza o interfata prin care agentul poate plasa comanda. 3. Agentul introduce produsele din comanda si apoi datele de livrare dupa care apasa butonul de plasare comanda. 4. Sistemul introduce in lista istoric comenzi noua comanda cu status “Accepted”, updatand stocurile produselor comandate. | | |
| **Alternative flows** | **1.1 Agentul doreste sa-si modifice datele de livrare pt comanda.**   1. Agentul intra in “Modificare date cont” si isi modifica datele. 2. Se intoarce la pasul 3 din normal flow. | | |
| **Exceptions** | **1.3.E1 Inventar insuficient pentru unul/mai multe produse.**  1. Sistemul informeaza agentul de numarul maxim de bucati dintr-un anumit produs pe care il poate folosi pentru comanda.  2a. Daca Agentul modifica cantitatea din acel produs atunci poate continua de la pasul 3 din normal flow.  2b. Altfel, daca Agentul inchide plasarea comenzii atunci sistemul termina use case-ul. | | |

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| **ID and name** |  | | |
| **Primary actor** |  | **Secondary actors** |  |
| **Description** |  | | |
| **Trigger** |  | | |
| **Preconditions** |  | | |
| **Postconditions** |  | | |
| **Normal flow** |  | | |
| **Alternative flows** |  | | |
| **Exceptions** |  | | |