# Bartender Services

## Feature Process Flow / Use Case Model

## Use Case(s)

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Use Case ID:** | 2.3.11 | | | |
| **Use Case Name:** | Change drink/recipe | | | |
| **Created By:** | Jesse Tomash | | **Last Updated By:** | Jesse Tomash |
| **Date Created:** | 9/14/18 | | **Last Revision Date:** |  |
| **Actors:** | | Bartender, Drink UI | | |
| **Description:** | | Edit an existing Drink recipe | | |
| **Trigger:** | | A recipe is found to be wrong, or is wanted to be changed | | |
| **Preconditions:** | | 1. A drink recipe is wrong or wanted to be changed | | |
| **Postconditions:** | | 1. Drink recipe is changed in the DB | | |
| **Normal Flow:** | | 1. Tender finds a recipe to be changed 2. Tender logs into system 3. System displays all drinks 4. Tender searches for the drink to be changed 5. Tender presses edit on the drink to be changed | | |
| **Alternative Flows:**  **NA** | | NA | | |
| **Exceptions:** | | NA | | |
| **Includes:** | | User Log in | | |
| **Frequency of Use:** | | [How often will this Use Case be executed. This information is primarily useful for designers. e.g. enter values such as 50 per hour, 200 per day, once a week, once a year, on demand etc.] | | |
| **Special Requirements:** | | NA | | |
| **Assumptions:** | | The drink is already in the DB | | |
| **Notes and Issues:** | | NA | | |