Issue bike

Preconditions: 'Maintain bike list' must have been executed

Goal:

Receptionist To hire out a bike

Overview:

When a customer comes into the shop they choose a bike to hire. The Receptionist looks up the bike on the system and tells the customer how much it will cost to hire the bike for a specified period. The customer pays, is issued with a receipt, then leaves with the bike.

Cross-reference:

R3, R4, R5, R6, R7, R8, R9, R10

Typical course of events:

Actor action

1 The customer chooses a bike

- 2 The Receptionist keys in the bike number
- 4 Customer specifies length of hire
- 5 Receptionist keys this in
- 7 Customer agrees the price
- 8 Receptionist keys in the customer details
- 10 Customer pays the total cost
- 11 Receptionist records amount paid

System response

- 3 Displays the bike details including the daily hire rate and deposit
- 6 Displays total hire cost
- 9 Displays customer details
- 12 Prints a receipt

Alternative courses:

The customer details are already in the system so the Steps 8 and 9 Receptionist needs only to key in an identifier and the

system will display the customer details.

Steps 7-12 The customer may not be happy with the price and may

terminate the transaction

Expanded description of the 'Issue bike' use case with preconditions Figure 3.8

Actors and actor descriptions

Actors are external to the system – they represent people or things that interact with the system and receive some benefit from it. Normally an actor is a user, but sometimes it is another system such as a banking or accounting system; an actor can also represent a hardware device such as a printer. Typically an actor is someone who inputs information to the system or receives information from it (or both).