# <Guest> Create new contract request

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| USE CASE – WG02 | | | |
| Use Case No. | WG02 | **Use Case Version** | 2.0 |
| Use Case Name | Create new contract request | | |
| Author | TrungDQ | | |
| Date | 27/05/2015 | **Priority** | Normal |
| Actor:   * Guest   Summary:   * This use case allows guest to create new contract request.   Goal:   * Guest can create new contract request.   Triggers:   * Guest sends command to create contract request.   Preconditions:   * N/A   Post Conditions:   * Success: New account and new contract will be created for guest. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Guest goes to new contract view. | System requires information from guest:  **Personal information**   * Name: free text input, required, length 3 – 80. * Address: free text input, required, length 3 – 250. * Email: free text input, required, length 3 – 250. * Phone number: free text input, required, length 8 – 15. * Personal ID: free text input, length 8 – 15.   **Contract information** (all information below are required)   * Contract’s type: select one of the options. * Start date: date time input, required. * Contract term: text * Contract’s fee: text   **Vehicle information**   * Plate: free text input, required, length 4 – 15. * Brand: free text input, required, length 2 – 20. * Model code: free text input, length 2 – 20. * Vehicle type: free text input, length 2 – 20. * Color: free text input, length 2 – 20. * Engine: free text input, required, length 2 – 20. * Chassis: free text input, required, length 2 – 20. * Capacity: free text input, required, length 2 – 20. * Year of manufacture: number text input, value from 1900 to current year. * Weight: free text input, value from 1 – 1000, unit: kilogram * Seat capacity: free text input, value from 1 – 100. | | 2 | Guest inputs information. |  | | 3 | Guest sends command to create new contract request. | System validate information, display contract details and request for confirmation.  [Exception 1, 2, 3] | | 4 | Guest sends command to create new contract request. | Add new account and new contract information to the system. Show successful message and ask user to process payment. | | 5 | Guest sends command to process payment | Display new view let user select one of following payment gateways:  - PayPal payment gateway.  - Direct payment.  And show guest the fee:  Contract’s fee: text. | | 6 | If user chooses PayPal gateway and sends confirm command.  [Alternative 1] | Forward to PayPal payment view to process the payment. | | 7 | User process the PayPal payment | If payment succeed:  Show message created successful.  [Exception 4] |   Alternative Scenario:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | If user chooses direct payment method | Show company address map. |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | Guest sends command to create new contract request | System shows error message to ask user input missing required fields. | | 2 | Guest’s email is existed in the system | Show message to notify guest that their email is existed in the system. | | 3 | Guest’s vehicle plate is existed in the system | Show message to notify guest that their vehicle is existed in the system. | | 4 | If payment failed | Show message to notify user that payment failed and the renew request has been aborted. |   Relationships: Payment  Business Rules:   * New customer account and new contract will be created in the system with inputted information. * The initial status of contract will be set to “Pending”. * When customer completed payment process:   + if the contract’s start date has come, contract’s status would change from “Pending” to “No Card”.  + If start date is not come yet, the contract status is not changed.   * Staff will receive a notification about new contract request, they verify contract’s information and issue a card for this contract, in this case, contract’s status would change from “No Card” to “Ready”. * System must ensure has no duplicate customer or vehicle. * An email contains customer code and password will be sent to user, user can use this information to login to the system later. * Start date must not be earlier than the current date. * Contract term is specified by the system. * Contract price would be calculated from contract type and contract term. | | | |

# <Customer> New card request

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| USE CASE – WC09 | | | |
| Use Case No. | WC09 | **Use Case Version** | 2.0 |
| Use Case Name | New card request | | |
| Author | TriPQM | | |
| Date | 27/05/2015 | **Priority** | High |
| Actor:   * Customer.   Summary:   * This use case helps user to request a new card.   Goal:   * User can request a new card.   Triggers:   * User sends new card request command.   Preconditions:   * User must login into the system with role Customer. * User must has a card in the system. * Contract status must be “Ready”   Post Conditions:   * Success: New card request will be sent to the system. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | User sends new card request command. | Display a new view shows to user:   * A text box to confirm by password: free text input, required, length 6-32. * A text box to enter note: : free text input, length 0-2000. * Payment gateways: can be optional selected from these selections:   + PayPal payment gateway.   + Direct payment. * Check boxes for customer to choose deactivate the old card immediately and delivery card request. * The new card fee: text. * The delivery fee: text. * The total fee: text. | | 2 | User enter password and choose the PayPal payment gateway. Then sends confirm command.  [Alternative 1] | Forward to PayPal payment process view.  [Alternative 2] | | 3 | User process the PayPal payment. | If payment succeed,  Show message to notify that the new card request and payment is succeed.  [Exception 1] |   Alternative Scenario:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | User choose the direct payment method. | Show message to notify that the new card is sent.  [Alternative 2] | | 2 | If user enter wrong password | Show message to notify that user has entered wrong password. |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | If payment failed | Show message to notify that the payment failed. The request is aborted. |   Relationships: N/A  Business Rules:   * The new card fee and delivery fee is specified by the system. * At a time, user can only has one new card request for each contract. * A notification will be sent to staff after the process is completed. | | | |

# <Admin> Update contract type information

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| USE CASE – WS16 | | | |
| Use Case No. | WS16 | **Use Case Version** | 2.0 |
| Use Case Name | Update contract type information | | |
| Author | TrungDQ | | |
| Date | 27/05/2015 | **Priority** | High |
| Actor:   * Admin   Summary:   * This use case allows admin to update contract type.   Goal:   * Admin can update contract type.   Triggers:   * Admin sends command to update contract type.   Preconditions:   * User has to logged in to the system as Admin role * Contract type is existed in the system   Post Conditions:   * Success: Contract type information will be updated * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Admin goes to view contract type information. | System list out information of contract type:   * Name: free text input, required, length 1 – 250. * Description: free text input, required, length 1 – 2000. * Price per year: free number input, required, value from 0 to 1 billion, unit: VNĐ. | | 2 | Admin inputs information |  | | 3 | Admin sends command to save new information. | System shows message notify contract type information is updated successfully.  [Exception 1,2] |   Alternative Scenario: N/A  Exceptions:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Admin sends command to save new information. | System shows message notify missing required fields. |   Relationships: N/A  Business Rules:   * Contract type information will be updated to system. * Contract type price per year must be greater than 0 and less than 1 billion. | | | |

# < Admin> Add staff

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| USE CASE – WA02 | | | |
| Use Case No. | WA02 | **Use Case Version** | 2.0 |
| Use Case Name | Add staff | | |
| Author | TrungDQ | | |
| Date | 27/05/2015 | **Priority** | High |
| Actor:   * Admin   Summary:   * This use case allows admin to add new staff to the system.   Goal:   * Admin can add new staff to the system.   Triggers:   * Admin sends command to add new staff to the system.   Preconditions:   * User has to logged in to the system as Admin role   Post Conditions:   * Success: New staff is added into the system * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Admin goes to add staff page. | System require information of staff:   * Email: text, required, length 3 – 250. * Name: text, required, length 3 – 80. * Phone number: text, required, length 8 – 15. | | 2 | Admin inputs information |  | | 3 | Admin sends command to add new staff. | System shows message staff has been added successfully.  [Exception 1] |   Alternative Scenario: N/A  Exceptions:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Admin sends command to add other staff. | System shows error message to ask user to enter missing required field. |   Relationships: N/A  Business Rules:   * Staff code is automatic initialized by the system. * Staff email must not be duplicated. | | | |

# <System> Notify schedule

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| USE CASE – WY01 | | | |
| Use Case No. | WY01 | **Use Case Version** | 2.0 |
| Use Case Name | Notify schedule | | |
| Author | TrungDQ | | |
| Date | 26/05/2015 | **Priority** | Medium |
| Actor:   * System   Summary:   * This use case describes how the system run a schedule task to notify to users when necessary.   Goal:   * System will able to update status of contract, compensation and send notification to users.   Triggers:   * System run a timer task that trigger check event.   Preconditions:   * System time is at 00:00 AM. * Their must be at least one contract in the system.   Post Conditions:   * Success: Show the status of contract and notify to user. * Fail: System display error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | System run timer task to check contract state and sends notify | System response:   * List of contract status that need to be change. * List of compensation status that need to be change. * Notifications that need to be sent to users.   [Exception 1] |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | System timer task is interrupted | No notification will be sent. Error detail will be tracked in a log file. |   Relationships: N/A  Business rules:   * System timer will send check event at 00:00 AM everyday. * If a contract has expired date remaining is less than a number of days specified by admin, system will send notification to users to ask users to renew their contract. This notification will repeat 2 more times in the specified days if the user do not renew the contract. * If a contract exceeded expired date, the contract status will be set to “Expired”. * If a contract is not paid within a number of days specified by the system, the contract status will be set to “Cancelled”. * If a pending contract’s start date arrived, the contract will be started. And the contract status will be set to “No Card” or “Ready”. * If there is new contract, cancel contract request, new card request or new compensation, notifications will be sent to staffs. And if staff resolved the requests, notifications will be sent to customers. | | | |

# <Police> Verify card information

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| USE CASE – CP01 | | | |
| Use Case No. | CP01 | **Use Case Version** | 2.0 |
| Use Case Name | Verify card information | | |
| Author | PhucNH | | |
| Date | 20/06/2015 | **Priority** | High |
| Actor:   * Police   Summary:   * Traffic Police and Police Department can use the device to view card’s information and check if the card is valid or not.   Goal:   * Check if the insurance card is valid or not.   Triggers:   * Police put the NFC card near the device to read card information.   Preconditions:   * The application in home screen.   Post Conditions:   * Success: Show the insurance card information. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Police put the NFC card close to the device. | Show the insurance contract and the motor information:   * Motor owner: text. * Owner address: text. * Phone number: text. * Plate number: text. * Engine: text. * Chassis: text. * Brand: text. * Model Code: text. * Type: text. * Color: text. * Capacity: text. * Year of manufacture: text. * Weight: text. * Seat capacity: text. * Contract fee: text. * Start date: text * Expired date: text * Card Status: text.   [Alternative 1]  [Exception 1, 2] |   Alternative Scenario:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | If unable to read the card or the card is invalid | Mobile app shows error to notify police that mobile cannot read this card |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | Cannot read card | Mobile app notifies that cannot read card | | 2 | Cannot connect to server. | Mobile app shows error connect to server is fail |   Relationships:  Business Rules:   * Mobile application sends request about card information to server and receives information about contract. * A card is “Valid” if all of the following conditions are true:   + The card ID is in activated status.   + Contract has status “Ready” or “Request cancel” * A card is “Nearly expired” if the card is “Valid” and the contract expired day remaining is less than a number of days specified by the system. * Highlight the status of the card include:   + Valid card   + Expired card   + Card is nearly expired, show remaining days | | | |

# <Police> Add punishment information

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| USE CASE – CP02 | | | |
| Use Case No. | CP02 | **Use Case Version** | 2.0 |
| Use Case Name | Add punishment information | | |
| Author | PhucNH | | |
| Date | 26/05/2015 | **Priority** | High |
| Actor:   * Police   Summary:   * Traffic Police and Police Department can use the device to add punishment information of the driver.   Goal:   * Add punishment information of the driver.   Triggers:   * Device reads NFC card successful.   Preconditions:   * The card is verified.   Post Conditions:   * Success: Add punishment information of the driver. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Police chooses new punishment | Mobile required police input description about punishment and picture about it.   * Description: free text input, required, length 1 - 200   Picture: file upload input, required | | 2 | Police fill the punishment information and sends add punishment command | Mobile sends punishment from police and notify this action is success  [Exception 1, 2] |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | Police input missed one of punishment description and picture of punishment record. | Mobile reminds input required information. | | 2 | Cannot connect to server. | Show error message to notify that can not connect to server. |   Relationships: Verify card information  Business Rules:   * Information about punishment will be sent in server and update in contract of user. | | | |

# <Staff> Search / filter contract

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| USE CASE – PS01 | | | |
| Use Case No. | PS01 | **Use Case Version** | 2.0 |
| Use Case Name | Search / filter contract | | |
| Author | PhucNH | | |
| Date | 26/05/2015 | **Priority** | Medium |
| Actor:   * Staff   Summary:   * This use case helps staff can search or filter the information of contract by contract code or customer name.   Goal:   * The information of contract is shown following the request search of staff.   Triggers:   * Staff sends command to search/ filter contract.   Preconditions:   * Staff must log in the system.   Post Conditions:   * Success: The information of request search is shown. * Fail: System display error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Staff sends command to search/ filter contract  Staff chooses contract | System shows:  Information about request search.  System shows information about contract:   * Contract code: text * Customer name: text * Date start: text * Time of contract: text * Status: text   [Alternative 1]  [Exception 1] | |  |  |  |   Alternative Scenario:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | System cannot finds the result from request | System notifies cannot find the request search. |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | The request search is not valid. It is include:   * Invalid the value of textbox * Fill some especial character | Website show message to notify. |   Relationships:  Business Rules:  Search/ filter with some criterion:   * By contract code. * By customer name. | | | |

# <Staff> View contract information

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| USE CASE – PS02 | | | |
| Use Case No. | PS02 | **Use Case Version** | 2.0 |
| Use Case Name | View contract information | | |
| Author | PhucNH | | |
| Date | 21/05/2015 | **Priority** | Medium |
| Actor:   * Staff   Summary:   * This use case helps staff view contract’s information.   Goal:   * Staff can view the contract’s information.   Triggers:   * Staff send view contract information command.   Preconditions:   * Staff must log in the system.   Post Conditions:   * Success: Show contract’s information. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Staff send view contract information command. | Show information about the contract:   * Motor owner name: text. * Owner address: text. * Phone number: text * Owner ID/passport number. * Contract code: text * Plate number: text. * Engine: text. * Chassis: text. * Brand: text. * Model Code: text. * Type: text. * Color: text. * Capacity: text. * Year of manufacture: text * Weight: text. * Seat capacity: text. * Contract fee: text. * Start date: text * Expired date: text |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | Cannot connect to server. | System shows error that cannot connect to server. |   Relationships:  Business Rules:   * The status and the remaining day(if any) of the contract will be highlighted. | | | |

# <Staff> Print information to NFC card

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| USE CASE – PS03 | | | |
| Use Case No. | PS03 | **Use Case Version** | 2.0 |
| Use Case Name | Print information to NFC card | | |
| Author | PhucNH | | |
| Date | 26/05/2015 | **Priority** | High |
| Actor:   * Staff   Summary:   * This use case helps staff can print information of contract into NFC card.   Goal:   * The information of NFC can be printed from application on mobile   Triggers:   * Staff sends print information into card command.   Preconditions:   * Staff must login successful in mobile application. * View contract information succeed.   Post Conditions:   * Success: Print information to NFC card. * Fail: Show error message.   Main Success Scenario:   |  |  |  | | --- | --- | --- | | Step | Actor Action | System Response | | 1 | Staff put the NFC card nearly the device and sends print information into card command | Show message to notify print successful.  [Alternative 1,2,3]  [Exception 1] |   Alternative Scenario:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | If the contract is cancelled, expired or not paid. | Show message to notify that can’t print card for that contract. | | 2 | The NFC card is already issued for another contract. | Show message to notify that the NFC card is already issued for another contract. | | 3 | Can’t find NFC card | Show message to notify that can not find NFC card. |   Exceptions:   |  |  |  | | --- | --- | --- | | No | Actor Action | System Response | | 1 | Can not connect to server. | Show error message to notify that can not connect to server. |   Relationships: View contract information.  Business Rules:   * If the contract have no card before, the contract status will be changed from “No card” to “Ready”. * If the contract have a card before, the old card will be deactivated. | | | |