Online Gradebook

Use-Case Model

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# 1. Introduction

## Use Case 1: Interact with the system

### Actor: all users

All the users are interacting with the system through a Graphical User Interface (GUI), which contains buttons and text fields for the specific operations.

## 1.2 Use Case 2: Log in

### Actor: all users

The users can log in by introducing their name and password.

## 1.3 Use case 3: Hire teacher

### Actor: principal

The principal enters teacher data and after submission the new teacher will appear in the database.

## 1.4 Use case 4: Fire teacher

### Actor: principal

The principal enters the teacher id to be fired. After submission the teacher will be removed from the database.

## 1.5 Use case 5: Get student

### Actor: principal

The principal enters the new student’s data and after submission the new student will be introduced into the database.

## 1.6 Use case 6: Dismiss student

### Actor: principal

The principal enters student id to be dismissed. After finishing the operation the student will be removed from the school’s database.

## 1.7 Use case 7: Grade student

### Actor: teacher

The teacher introduces a mark for a given student.

## 1.8 Use case 8: View marks

### Actor: students and parents

Students and their parents are viewing the marks of the class where the student belongs to.

# 2. Use case diagram

