Gym App

Use-Case Model

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# Use-Cases Identification

## Use case: Create reservation

Primary actor: Client

Main success scenario: The client logs into the application, checks the class schedule and the number of spots available, clicks the ‘Reserve’ button and picks a class at the day and time wanted

Extensions: When checking the schedule, the user may find that there are no more available spots in the class he wanted to attend

## Use case: Edit client

Primary actor: Employee

Main success scenario: The employee logs into the application, goes to the list of clients and finds the client. He accesses the client’s account and changes the info of the user in the designated field and clicks the ‘Save’ button.

Extensions: When trying to renew the client’s membership, the employee can see that the client is not in the database yet, so the employee would have to add the client first.

## Use case: Renew membership

Primary actor: Employee

Main success scenario: The employee logs into the application, goes to the list of clients and finds the client. He accesses the client’s account and updates his membership, by clicking the button ‘Renew membership’.

Extensions: When trying to renew the client’s membership, the employee can see that the client is not in the database yet, so the employee would have to add the client first.

# UML Use-Case Diagrams

