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1. Use Cases

User

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| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Update User Information button | 2. Display Update User Screen |  |
| 3. Type in your new full name and password | 4. Read the name and password, then send it to the server | 5. Read the name and password then update the database with the new values and send confirmation to client |

Admin

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| --- | --- | --- |
| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Add User button | 2. Display Add User Screen |  |
| 3. Type in new user’s information | 4. Read new user information and send it to the server | 5. Read information and add user to the database |

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| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Update Purchase Information button | 2. Display Update Purchase Screen |  |
| 3. Type in a purchase id number and the updated information for the purchase, then click save | 4. Read the purchase id number and other information, then send it to the server | 5. Read the purchase id and update the database with the new values and send confirmation to client |

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| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Add Product Information button | 2. Display Add Product Screen |  |
| 3. Type in product information and press the add button | 4. Read the information and send it to the server | 5. Update the database with the new information and send confirmation to client |
|  | 6. Display confirmation of adding |  |

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| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Add Customer Information button | 2. Display Add Customer Screen |  |
| 3. Type in customer information and press the add button | 4. Read the information and send it to the server | 5. Update the database with the new information and send confirmation to client |
|  | 6. Display confirmation of adding |  |

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| **Actor Actions** | **System Responses** | **Server Responses** |
| 1. Click the Add Purchase Information button | 2. Display Add Purchase Screen |  |
| 3. Type in purchase information and press the add button | 4. Read the information and send it to the server | 5. Update the database with the new information and send confirmation to client |
|  | 6. Display confirmation of adding |  |

Screens are shown in the testing pictures.

2. Data access is now all sent to the serve that is run through the ProductServer.java

3. The protocol for the client is to send information to the server in the form of a command such as PUT along with any needed information after such as the ProductID and other member variables. The protocol for the server is to always be listening for the commands, and then when issued them to enact the changes to the database and then send a confirmation back to the client.

4 and 5. Implemented and tested. Pictures in the test folder.