**Use Case: Maintain Skills**

Description: Supervisors are able to create, edit and delete skills. Once created, skills may be assigned to employees and positions. Skills will be used in the automatic generation of schedules, limiting what positions an employee can be assigned to, and for keeping track of extra skills an employee has outside of their position.

Actor: An Employee who has Supervisor permissions.

Pre-conditions: The manager has successfully logged in; Dashboard is displayed.

Post-conditions: The manager has finished creating/editing/deleting a skill, and has returned to the dashboard.

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| **Normal Flow** | |
| **Actor Action** | **System Response** |
| 1 – Clicks maintain skills button. |  |
|  | 2 – Load maintain skills widget. |
|  | 3 – Display skill list view, populating skill list. |
| 4 – Clicks add skill button. (A4.1) |  |
|  | 5 – Display empty edit skill view. |
| 6 – Enters skill name and description. |  |
| 7 – Clicks save button. |  |
|  | 8 – Confirm skill does not already exist. (E1) |
|  | 9 – Save skill in database. |
|  | 10 – Display skill saved alert. |
| 11 – Clicks ok button on alert. |  |
|  | 12 – Display skill list view, populating skill list. |
| 13 – Clicks return to dashboard link. |  |

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| **Alternate Flow 4.1 – Selects existing skill.** | |
| **Actor Action** | **System Response** |
| 4.1.1 – Clicks edit skill button. (4.1.1.1) |  |
|  | 4.1.2 – Display edit skill view. |
|  | 4.1.3 – Populate fields with data from selected skill. |
| 4.1.4 – Changes skill name or description. |  |
| 4.1.5 – Clicks save button. |  |
|  | Use case resumes from step 9. |

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| **Alternate Flow 4.1.1.1 – Clicks delete skill button.** | |
| **Actor Action** | **System Response** |
|  | 4.1.1.1.1 – Display confirm delete dialog. |
| 4.1.1.1.2 – Clicks ok button on dialog. |  |
|  | 4.1.1.1.3 – Remove skill from database |
|  | 4.1.1.1.4 – Display skill removed alert. |
|  | Use case resumes from step 11. |

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| **Error 1 – Skill already exists.** | |
| **Actor Action** | **System Response** |
|  | E1.1 – Display skill already exists alert. |
| E1.2 – Clicks ok button on dialog. |  |
|  | Use case resumes from step 6. |