

ITSS Software Development Report

Sale Employee Use Case Specification

1. Sale Employee Use Case Diagram



Figure 1: Sale Employee Rule in General Use case Diagram

NOTE: - In this report is the design of two use cases 'Create Sale Order' and 'Create Merchandise', 'View Sale Order' and 'Update Data Merchandise' are also executed in application but documents are not included in this report

1.1 Sale Employee Class Diagram

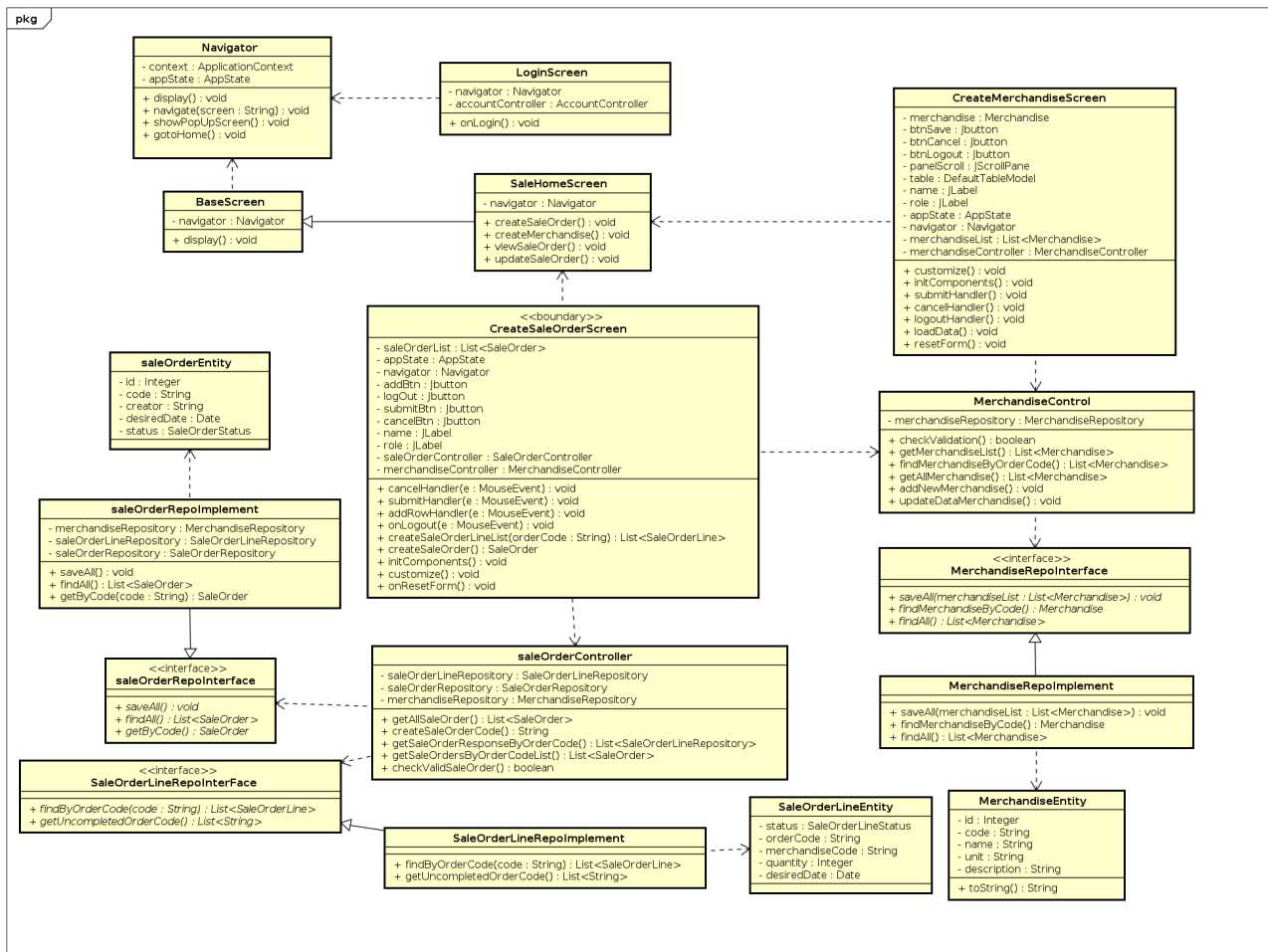


Figure 2. Sale Employee Class Diagram

1.2 Screen Transition

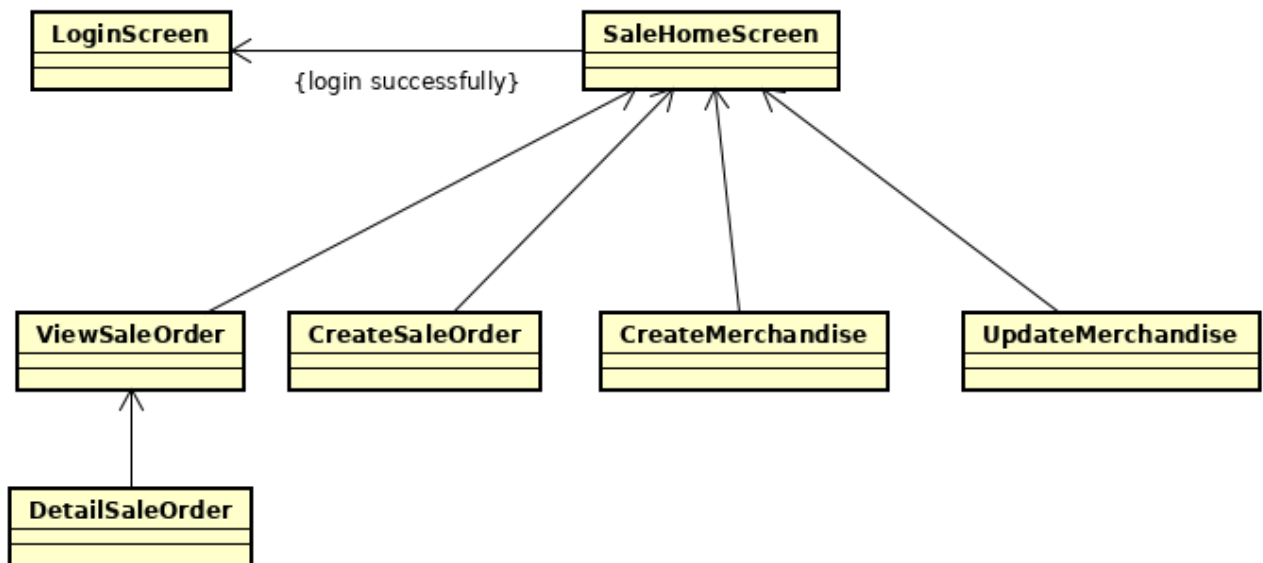


Figure 3. Screen Transition

2. Create Sale Order Use case Specification

2.1 Specification

UC Code	UC001	Use case name	Create Sale Order
Actor	Sale Employee		
Precondition	successful login		
Main flow of event (success)	#	Doer	Action
	1.	Sale Employee	Click 'Create sale order' button
	2.	System	Load data and display create sale order form
	3.	Sale Employee	Fulfill all the information
	4.	Sale Employee	Click 'Submit' button
	5.	System	Validate data
	6.	System	Generate sale order code save into sale order database
	7.	System	Return successful message and come back to the previous screen
Alternative flow of event	#	Doer	Action
	1.	Sale Employee	Click 'Cancel button' to come back the previous screen
	2.	System	Display PopUp Confirm Screen and click 'Yes' to back the previous screen
	3.	System	Notifies error when anyfield is empty
	4.	System	Notifies 'Quantity must be larger than 1' if the quantity value is fewer than 1 or 'Quantity is not in number format' if quantity is not in number format
	5.	System	Notifies 'Invalid date' if the date is not valid
	6.	System	Notifies 'There's something went wrong' if sale order is submitted unsuccessfully to the database
Post condition	None		

Figure 4. Create Sale Order Use Case Specification

2.2 Create Sale Order Activity Diagram

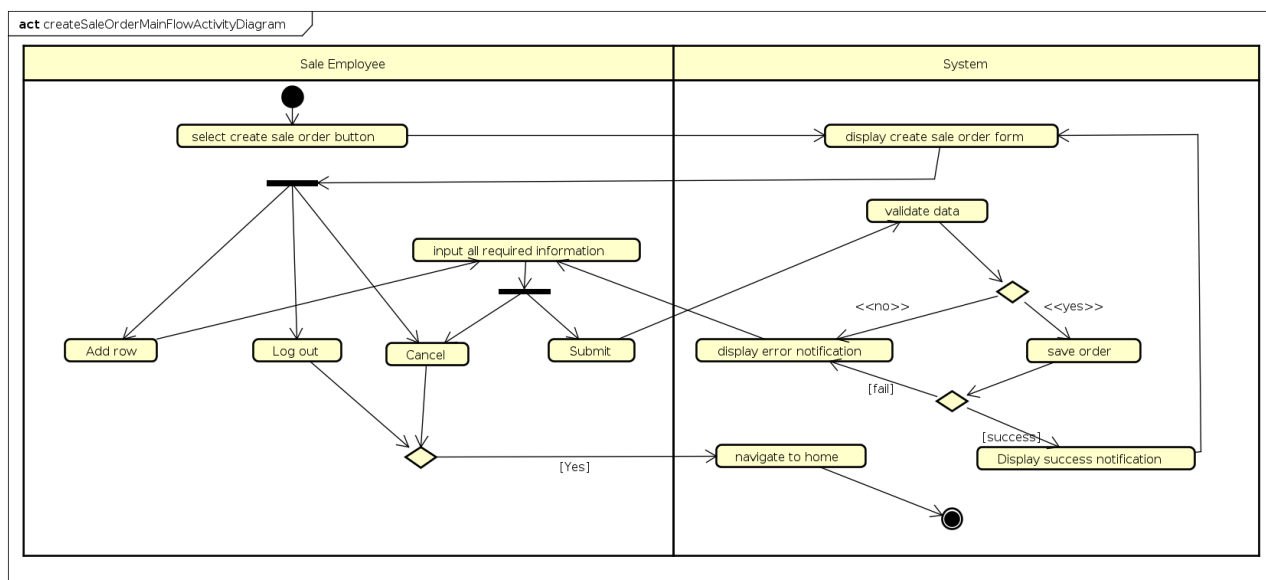


Figure 5. Create sale order activity diagram

2.3 Create Sale Order Main flow Sequence Diagram

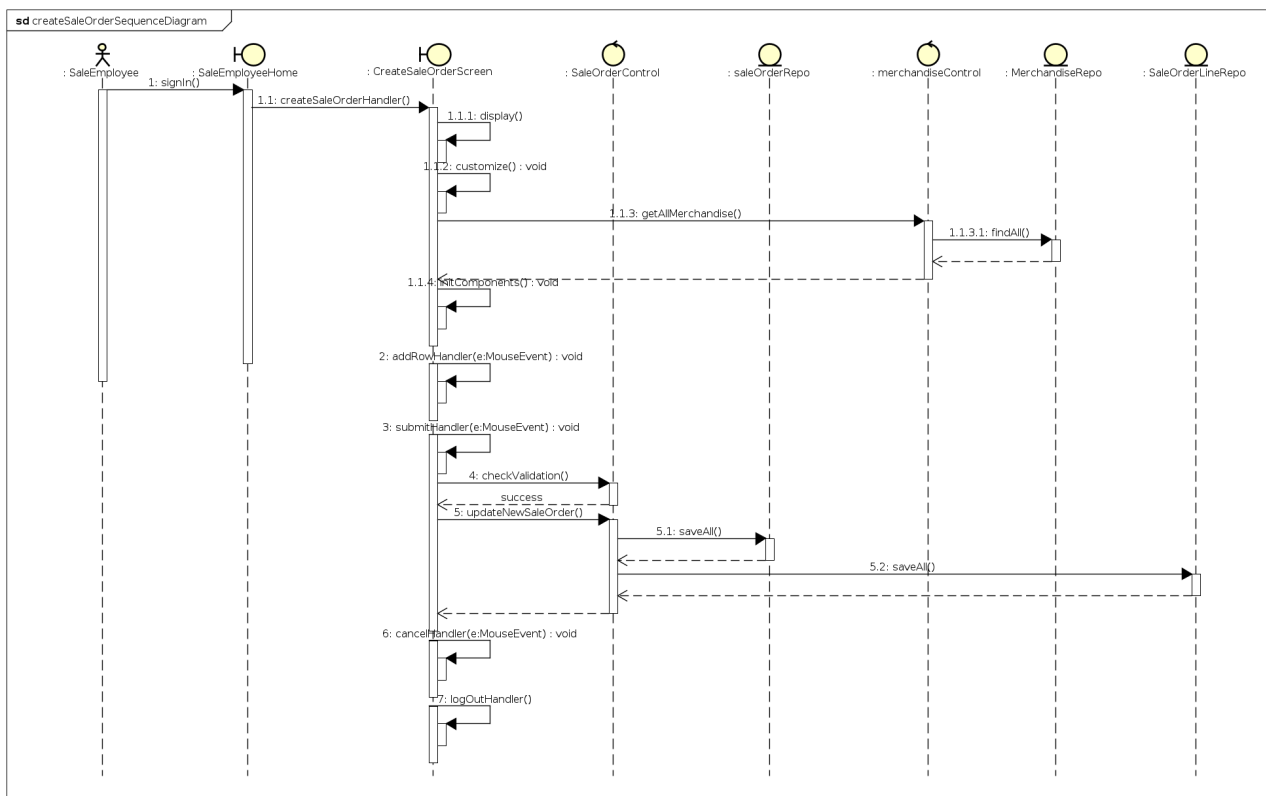


Figure 6. Create sale order main flow sequence diagram

2.4 Create Sale Order Class Diagram

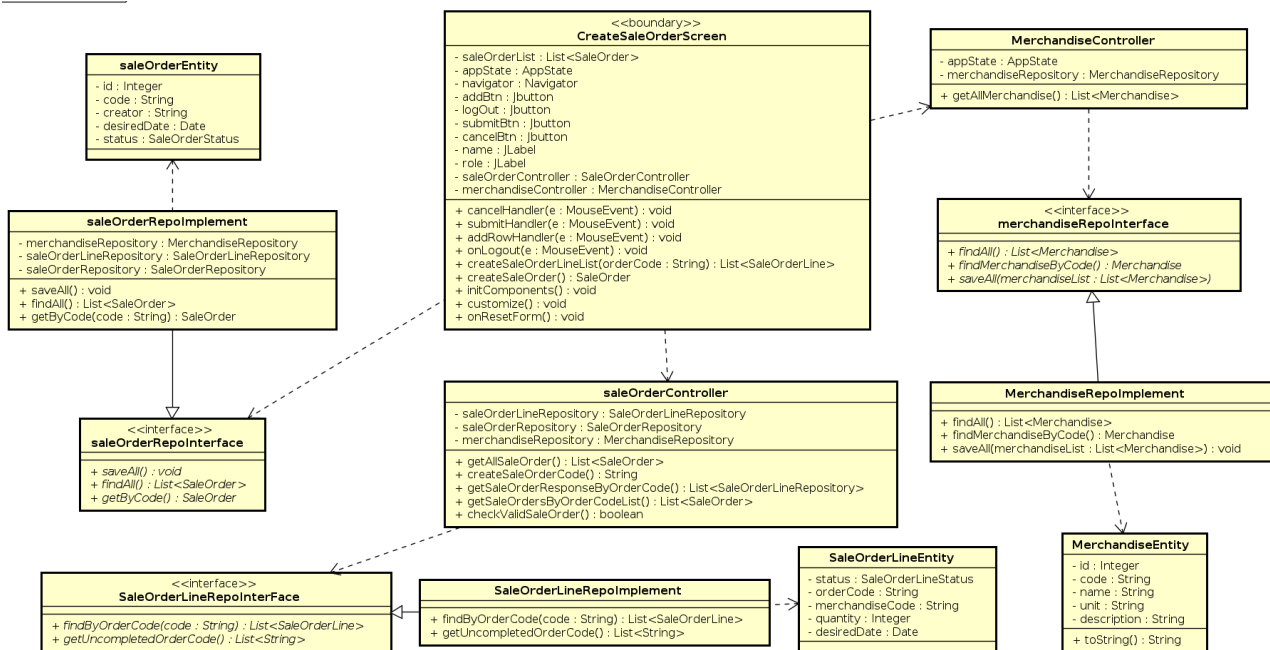


Figure 7. Create Sale Order Class Diagram

2.5 Create Sale Order Screen

Name Rule Log out				
Home		Create Sale Order		Add
No.	Merchandise Name	Merchandise code	Quantity	Desired Date
1	<input type="text" value="Merchandise"/>		20	24/12/2019
Submit Back				

Figure 8. Create Sale Order Screen

2.6 Screen specification

Control	Operation	Function
Area for displaying sale order	Initial	Display the sale order form for

form		user to fulfill information
Add button	Click	Create new row for information of merchandise
Submit button	Click	Display Confirm dialog then submit information to sale order database
Cancel button	Click	Display Confirm dialog then display the previous screen
Merchandise name editor	Click and Choose	Show the list of merchandises to choose
Log out button	Click	Navigate to login screen

Figure 9. Screen specification table

3. Create merchandise use case specification

3.1 Create Merchandise Specification

UC Code	UC002	Use case name	Create Merchandise
Actor	Sale Employee		
Precondition	successful login		
Main flow of event (success)	#	Doer	Action
	1	Sale Employee	Click 'Create Merchandise' button
	2	System	Show the merchandise form
	3	Sale Employee	Fulfill information
	4	Sale Employee	Click 'Submit' button
	5	System	Validate data
	6	System	Display submitted successful dialog and come back the previous screen
Alternative flow of event	#	Doer	Action
	1.	Sale Employee	Click 'Cancel button' to come back the previous screen
	2.	Sale Employee	Click 'Log out' to navigate to login screen
	2.	System	Notifies fulfill the mandatory fields when users leave some required fields empty
	3.	System	Notifies errors when saving data unsuccessfully
Post condition	None		

Figure 10. Create merchandise use case specification

3.2 Create merchandise activity Diagram

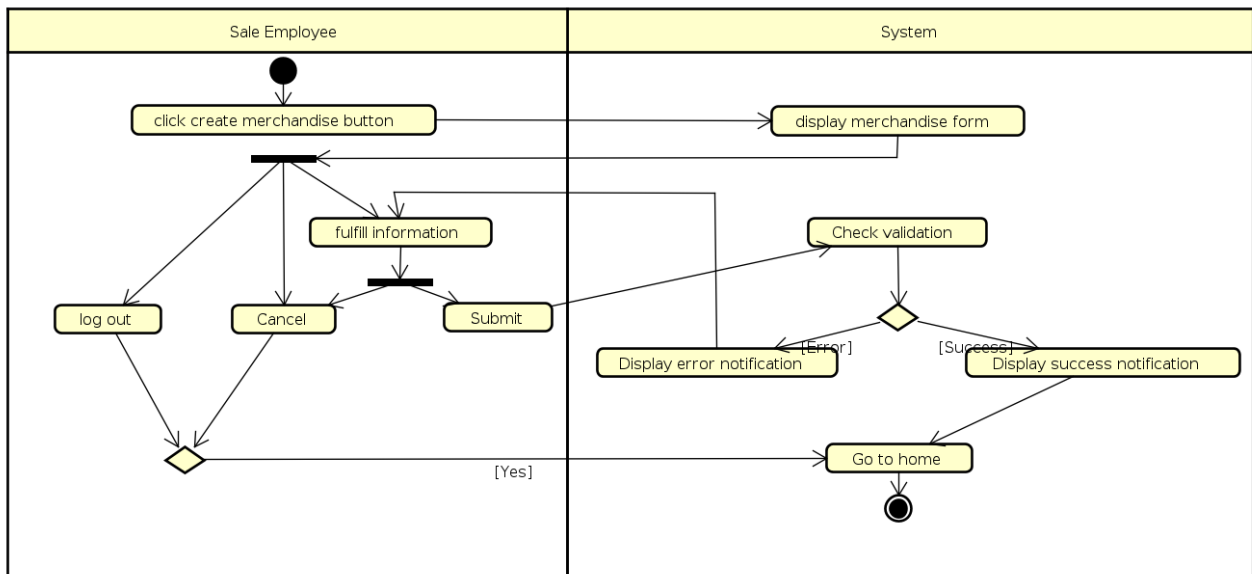


Figure 11. Create merchandise activity diagram

3.3 Create Merchandise Main flow Communication diagram

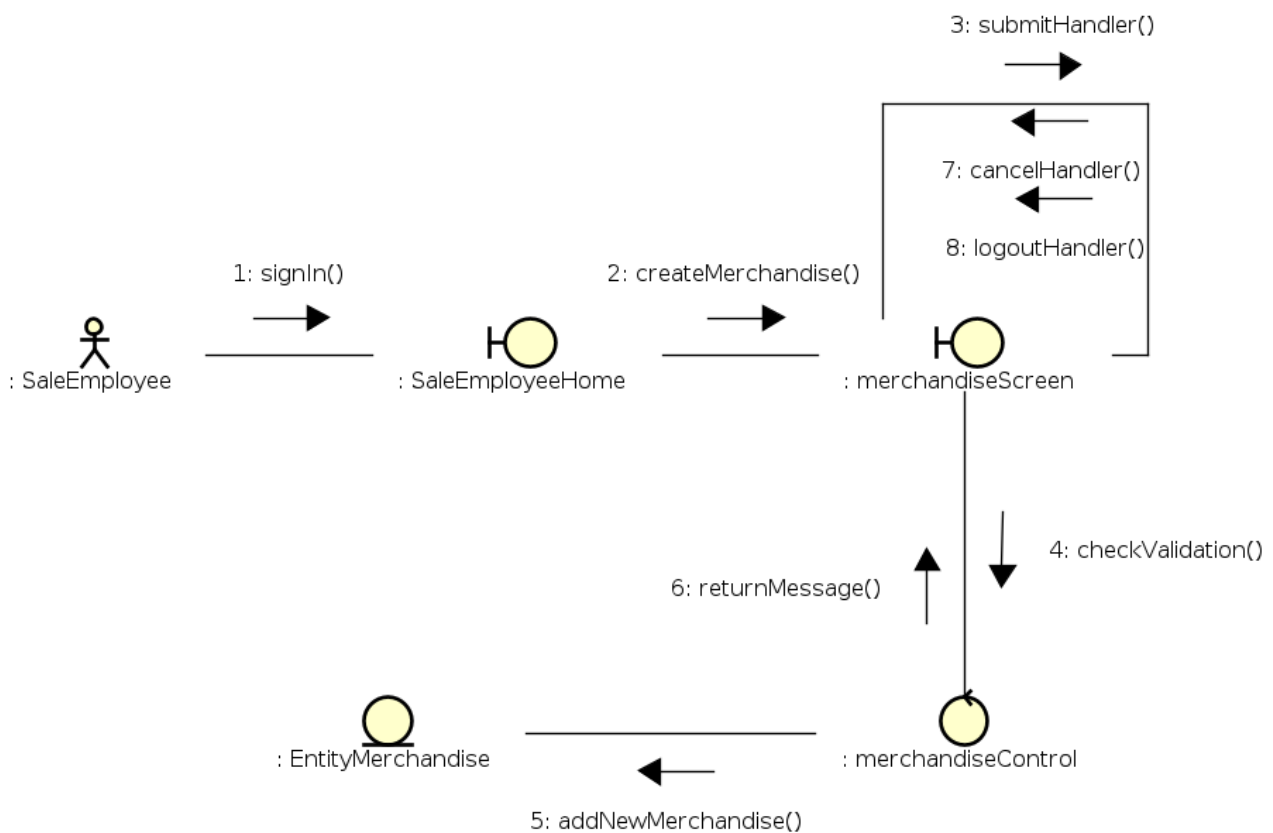


Figure 12. Create merchandise main flow communication diagram

3.4 Create Merchandise Class Diagram

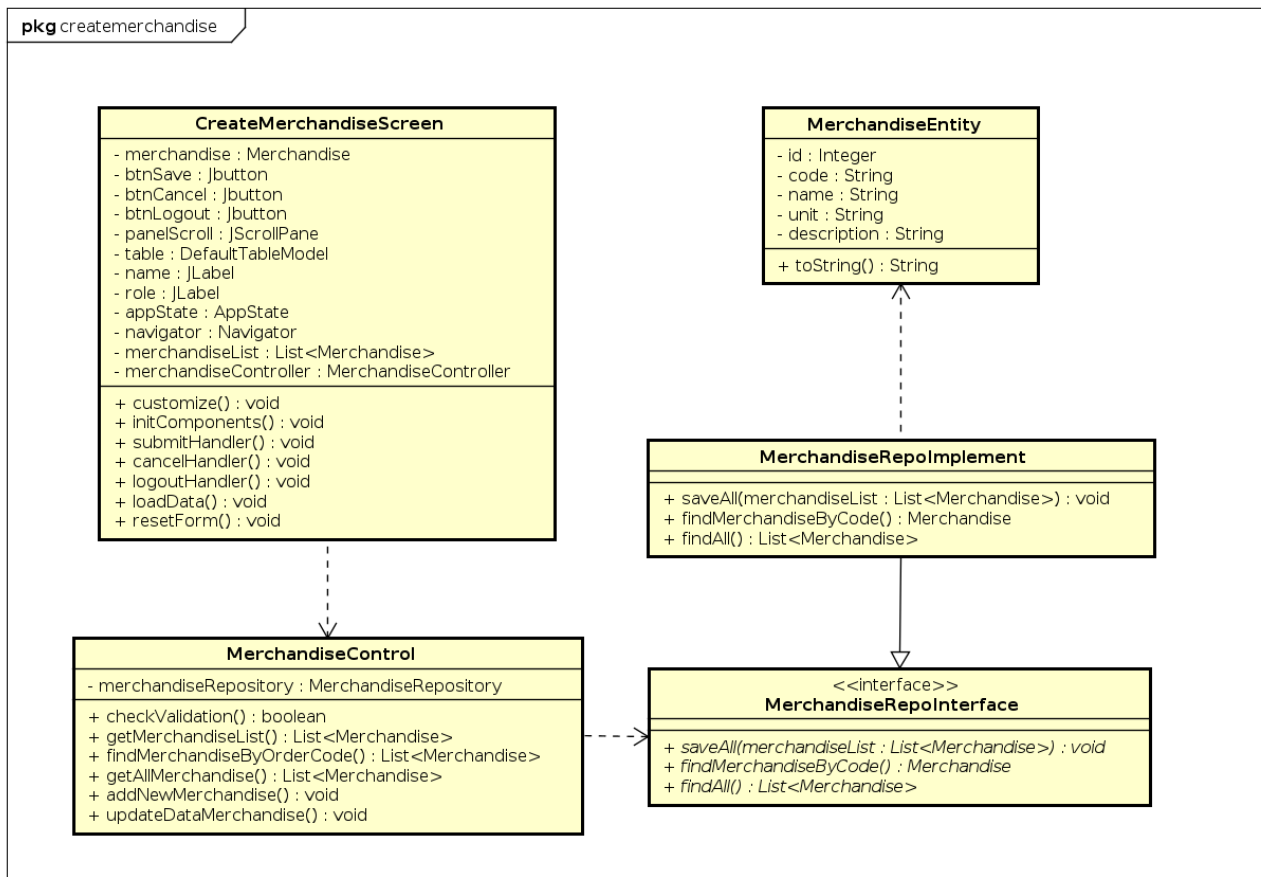


Figure 13. Create merchandise class diagram

3.5 Create data merchandise Screen

Name
Rule

Log out

Home

Create Merchandise

Name

Code

Unit

Description

Submit

Back

Figure 14. Create merchandise screen

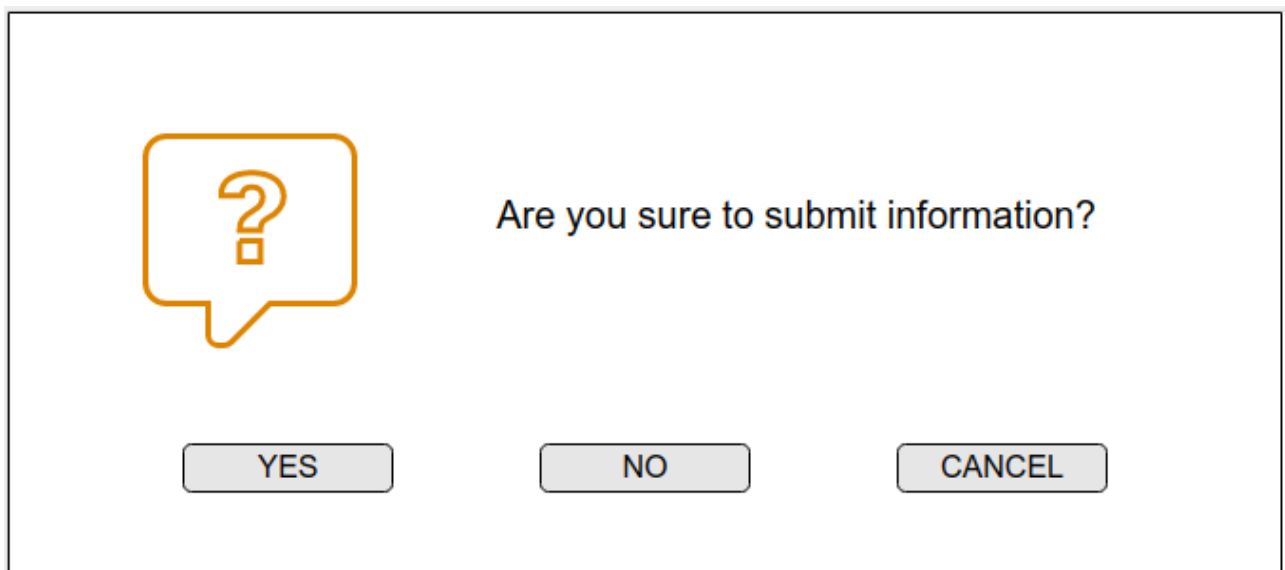
3.6 Create merchandise screen specification

Control	Operation	Function
Area for displaying new data form	Initial	Field for user to fulfill data of merchandises based on sale orders
Submit button	Click	Display Confirm dialog then submit information to data of merchandise database
Cancel button	Click	Display Confirm dialog then display the previous screen
Log out button	Click	Navigate to login screen

Figure 15. Create merchandise screen specification

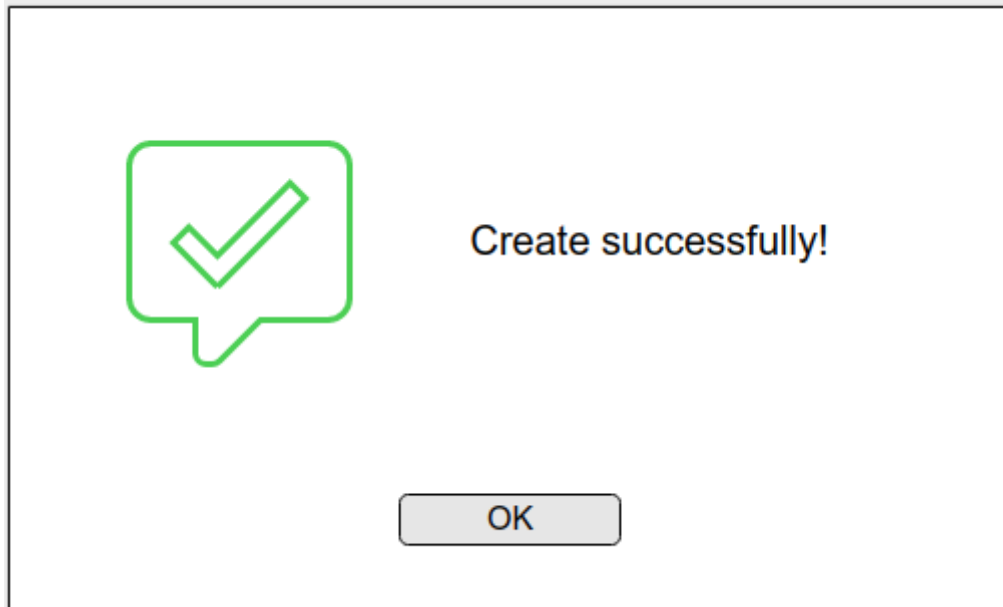
4. Popup Screen

4.1 Confirm Dialog



Control	Operation	Function
Yes button	Click	Submit information
No button	Click	Cancel submitting and stay at current screen
Cancel button	Click	Cancel submitting and stay at current screen

4.2 Success Notification



4.3 Error Notification

