

See the following use case descriptions to answer the questions on Home Group!

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| Use-Case Name: Maintain Product Catalogue | ID: 12 | Importance Level: High |
| Primary Actor: Product Manager | Use-Case Type: Detail, Real | |
| Stakeholders and Interests: Product Manager - wants to add, update, or, find product catalogue Marketing staff – wants to promote the product catalogue | | |
| Brief Description: This use case describes how product manager can search and maintain the product catalogue | | |
| Trigger: There is new product development or update existing product catalogue. | | |
| Relationships: Association: Product Manager Include: n/a Extend: n/a Generalization: n/a | | |
| Normal Flow of Events: 1. The Product Manager starts up the system. 2. The System provides the Product Manager with the Main Menu for the System. 3. The System asks Product Manager if he or she would like to Add a new product, Update particular product, Find particular product, or to List all existing product. If the Product Manager wants to add a new product, he or she clicks on the Add Product link and execute S-1: New Product on Product Catalogue. If the Product Manager wants to update particular product, he or she clicks on the Update Product link and execute S-2: Change Product on Product Catalogue. If the Product Manager wants to find particular product, he or she clicks on the Find Product link and execute S-3: Find Product on Product Catalogue. If the Product Manager wants to list all existing products, he or she clicks on the List Product link and execute S-4: List All Products on Product Catalogue. 4. The System returns the Product Manager to the Main Menu of the System. | | |
| Sub-flows: S-1: New Product on Product Catalogue 1. The System asks the Product Manager for relevant information. 2. The Product Manager types in the relevant information into the Form 3. The Product Manager submits the information to the System. 4. The System save the new product information. 5. The Product Manager get the new product information summary. S-2: Change Product on Product Catalogue 1. The System asks the Product Manager for the search information. 2. The Product Manager types in the search information into the Form 3. The Product Manager submits the information to the System. 4. If the System finds a specific product that meets the search information, The product manager selects the product and the system produces a detail of existing information of the product | | |

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| <ol style="list-style-type: none"> 5. The Product Manager confirm to change the detail information of the product 6. The System asks the Product Manager for relevant information to be updated or changed. 6. The Product Manager updates existing information of the product into the Form 7. The Product Manager submits the information to the System. 8. The System save the new product information. 9. The Product Manager get the updated product information summary. | | |
| S-3: Find Product on Product Catalogue | | |
| <ol style="list-style-type: none"> 1. The System asks the Product Manager for the search information. 2. The Product Manager types in the search information into the Form 3. The Product Manager submits the information to the System. 4. The System creates a list of products that matched the search information. 5. The product manager selects the product. 6. The system produces a Product Information report. | | |
| Alternate/Exceptional Flows: | | |
| S-2 4a. If no product that meets the search information, the System produces an Error Message. | | |
| S-3 4a. If no product that meets the search information, the System produces an Error Message. | | |

| HOME GROUP DISCUSION | |
|-----------------------------|---|
| Class | : _____ |
| Home Group No | : _____ |
| Topic | Designing User Interface |
| Team Members | 1. _____ / _____ 2. _____ / _____ 3. _____ / _____ 4. _____ / _____ 5. _____ / _____ 6. _____ / _____ 7. _____ / _____ 8. _____ / _____ |
| Discussion Materials | 1. For a given use case scenario of Product Management Systems, create navigation structure by using Windows Navigation Diagram 2. Design the User Interface by using Storyboard according to the previous WND |