

## Flow of Events for Individual Use Cases

### Rent an Item Use Case

Use case is initiated when a customer walks into store and brings the rentable items they would like to check out to the desk. Clerk asks for membership card. If the customer has their card the clerk enters the id number of the customer. If the customer does not have a card, the add new customer use case is executed. The clerk then updates the status of that individual item so that it is checked out and receives and reports payment for the item. If the customer would like another item, the process is repeated. The clerk then tells the customer the return date for each of the items. The customer then leaves the store.

### Return an Item Use Case

Use case is initiated when clerk retrieves the rentable item (either from the bin or the customer physically handing them the item). The clerk then enters the id number for the rentable item and updates the status to returned in the system.

### Request Status of Item Use Case

Use case is initiated when a customer asks for the availability of a particular rentable item. The clerk searches for the title of the rentable item in the system and reports back to the customer the status of that rentable item according to the system.

### System Startup Use Case

The system is started up when the program is opened on the computer. The program loads the database for the rentals and then waits for clerk or manager input.

### System Shutdown Use Case

The program is quit when the user closes the program. The program will then automatically save the database at this point.

### Save Use Case

Use case is initiated when the clerk or manager selects the save option in the file menu. The program then saves the database.

### Load Use Case

Use case is initiated when the clerk or manager selects the load option in the file menu. The program then loads the most recent save of the database.