

UseCase1: Setting message

User will push the button to record the desired message. The answering machine will record until the user is finished. The answering machine will then save the message as the new answering message.

UseCase2: Caller records message

A caller dials the phone the answering machine is connected to. After the phone rings three times without being answered, the answering machine will play the saved answering message to the caller, and request that they leave a message. After the beep, the answering machine will record the caller's message, and save it among the recorded messages.

UseCase3: User checks messages

The user pushes the missed messages button. The answering machine will begin playing the messages recorded by callers in the order that they were recorded. After all messages has been played, the answering machine will resume standing by.

UseCase4: User saves message

After each message has been played, the user will have the chance to save that message for later playback. After all messages has been played, the answering machine will resume standing by.

UseCase5: User deletes message

After each message is played back to the user, it will be deleted automatically by the machine unless the user chose to save it as in UseCase4.