In this use case diagram, the interaction between the user and the system is depicted. The use cases are:

User: the user of the system who records a video and submits it to the system.

System: the system that analyzes the video and calculates the user's reaction speed.

Reaction speed: the use case where the system calculates the user's reaction speed based on the recognized paddle.

Processing return: the use case where the system sends the processed data back to the user, including the reaction speed.

Afbeelding met grafiek

Automatisch gegenereerde beschrijving