**Table 1: Login**

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| --- | --- |
| Use case Name | Login |
| Scope | Product |
| Level | Task |
| Description | This use case describes how a user log into the System to leave a comment ,like and upload articles, |
| Step performed | This use case starts when the actor wishes to log into the system.   1. The actor enters his/her name and password 2. The system validate the entered username and password and logs the actor into the system. |
| Alternative path | Invalid Username/Password  When user enters an invalid username or invalid password, system displays an error message.  The use choose either return to the beginning of the Basic Flow or cancel the login, at which point the use case ends. |
| Precondition | The system is in the login state and has the login screen displayed. |
| Post conditions | If the use case was successful, the actor is now logged into the system. if not, the system state is unchanged. |

**Table 2: Manage Articles**

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| --- | --- |
| Use case Name | Manage Articles |
| Scope | Product |
| Level | Task |
| Description | This use case allows to the user to dealing with articles in the system of articles. This includes adding, modifying, and deleting his Articles from the system. |
| Step performed | This use case starts with user want to add, change, delete, articles in his profile in the system.   1. The system request the user specify the function he would like to perform ( either Add an Article, Update his articles, delete his article ) 2. Once the user provide the requested information, one of the sub flows in executed.   If the user select **"Add an article",** the **Add an Article** sub flow is executed.  If the user select **"Update an article",** the **Update an Article** sub flow is executed.  If the user select **"Delete an article",** the **Delete an Article** sub flow is executed.  Add/Upload Article   1. The system requests that the user enter the Article information. This includes :  * Article Text * Mind map addition to the auto-generated one .  1. Once the user provides the requested information, the system generates and assign unique id number to the article. The article is uploaded to the system. 2. The system provides the user with the new article id .   Update an article   1. The system requests the user choose the article. 2. The user choose the article , the system retrieves and displays the article information. 3. The user makes the desired changes to the article information. This includes any of the information specified in the Add /Upload an Article sub-flow. 4. Once the user updates the necessary information, the system updates the article information and generate another mind map and conclusion to it.   Delete An Article   1. The system requests the user to choose one of his articles . 2. The user choose one. The system retrieves and display its information. 3. The system prompts the user to confirm the deletion of the article. 4. The user verifies the deletion. 5. The system deletes the articles from the system. |
| Alternative path | Article Not found  If, in the Update a student or delete an article sub-flows, an article with a specified id number does not exists, the system displays an error message . The user can choose different id number or cancel the operation or this may mean that the article is deleted previously ,at which point the use case ends.  Delete Cancelled  If, in the Delete an Article sub-flow, the user decides not to delete the student, the delete is cancelled and the Basic flow is re-started at the beginning. |
| Precondition | The user must be logged onto the system before this use case begins. |
| Post conditions | If the use case was successful, the student information is added, updated or deleted from the system. Otherwise , the system state is unchanged. |