

GTA-Group

WaterMe

**Use-Case Specification: Connect App to Raspberry Pi
via Bluetooth**

Version 1.2

Revision History

Date	Version	Description	Author
29/Nov/16	1.0	First version	Chris Todt
01/Dez/16	1.1	Added Basic Flow	Chris Todt
07/Dez/16	1.2	Added Mockups and updated UML	Chris Todt

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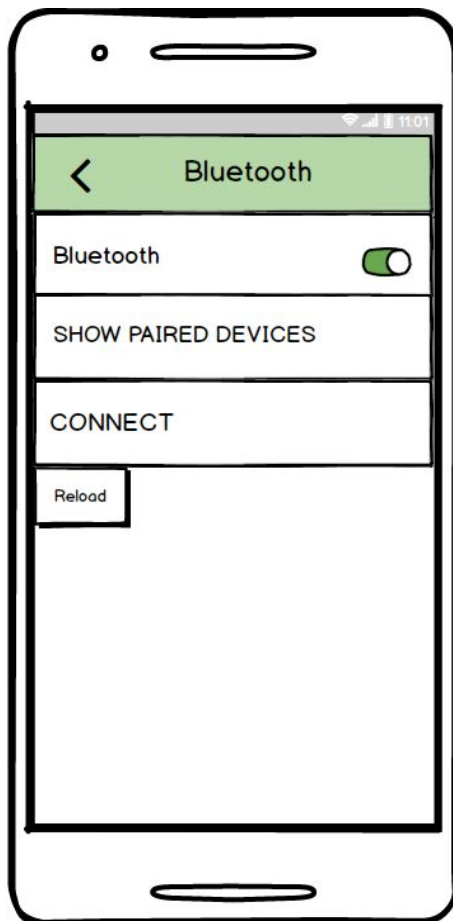
Use-Case Specification: Connect App to Raspberry Pi via Bluetooth

1. Connect App to Raspberry Pi via Bluetooth

1.1 Brief Description

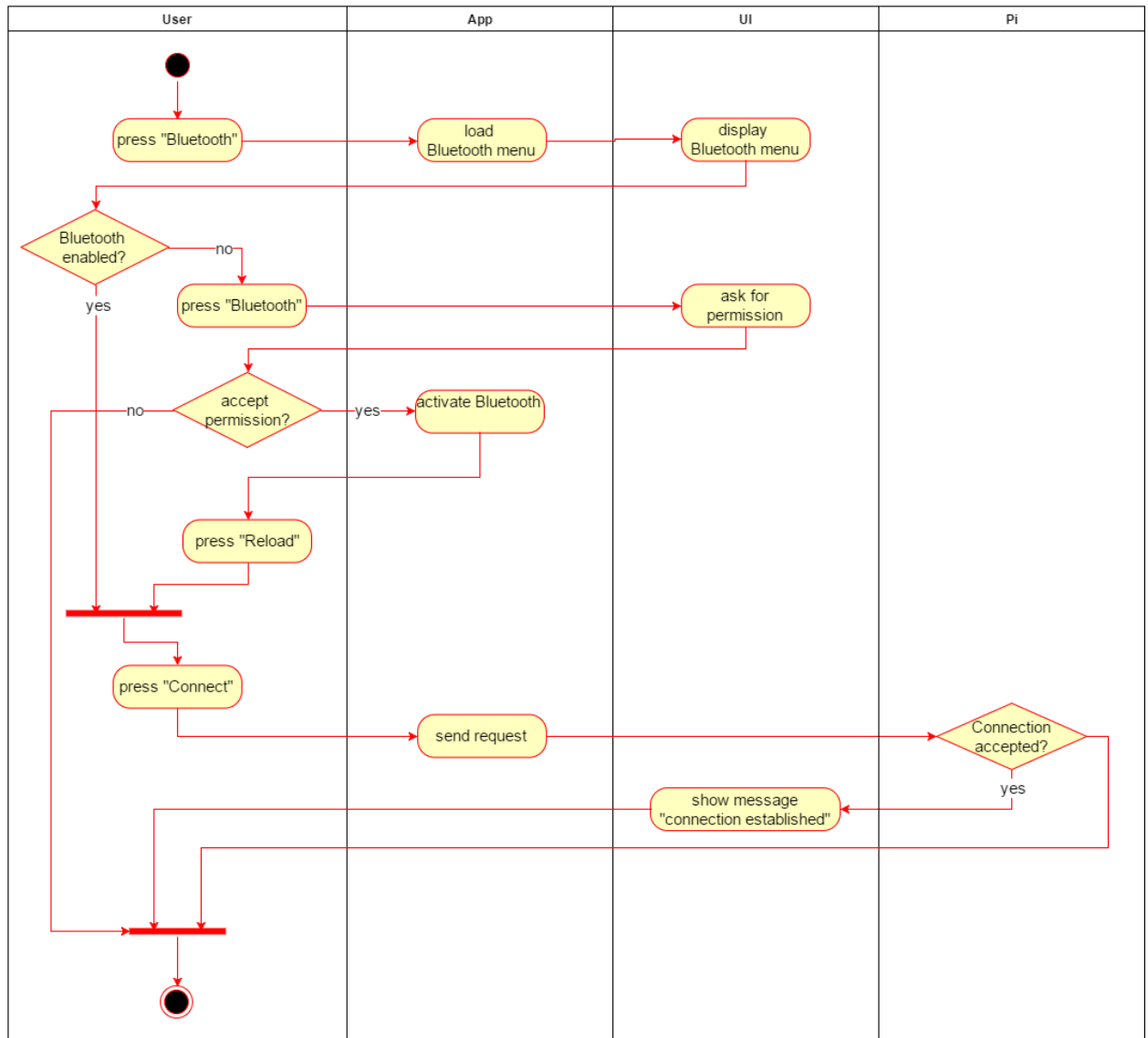
In “Bluetooth” the user can connect the application with the Raspberry Pi via Bluetooth.

1.2 Mockup



2. Flow of Events

2.1 Basic Flow



3. Special Requirements

3.1 Bluetooth

The smartphone has to support Bluetooth.

4. Preconditions

4.1 Settings menu

The user has to be in the settings menu.

4.2 Paired

The smartphone and the Pi must be paired.

5. Postconditions

5.1 Connected

The smartphone is connected to the Pi and the user can see the message “connection established”.

5.2 Not connected

The smartphone could not connect to the Pi. No message is displayed.

6. Extension Points

(n/a)