GTA-Group

WaterMe
Use-Case Specification: See LEDs

Version 1.1

Revision History

Date	Version	Description	Author
01/Nov/16	1.0		Chris Todt Olga Akymenko Paul Giesa
28/Nov/16	1.1	Added postcondition and .feature file minor changes	Chris Todt

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Use-Case Specification: See LEDs

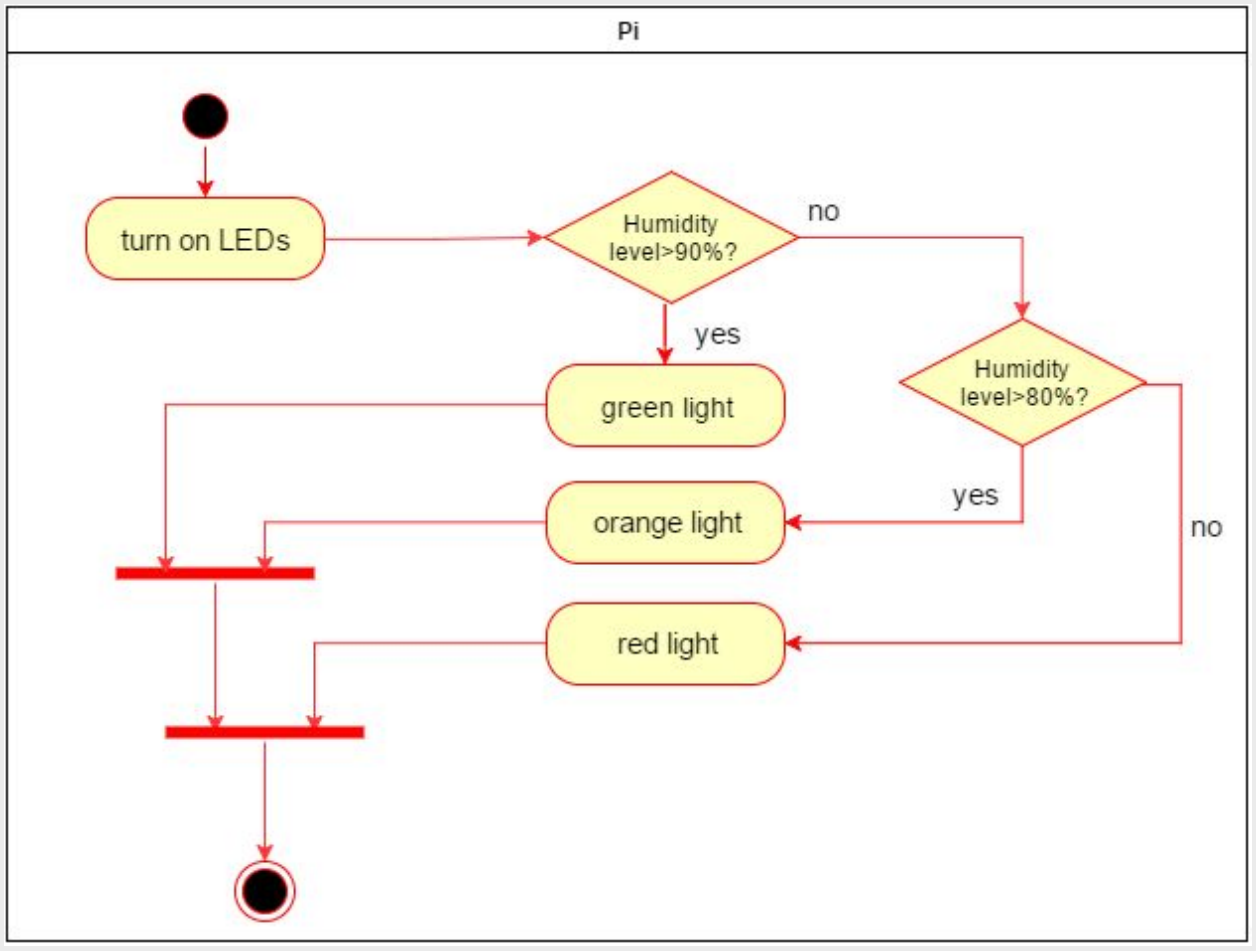
1. See LEDs

1.1 Brief Description

The LEDs controlled by the Raspberry Pi indicate the humidity level of the plant. That's why the user can gain information about the humidity level very quickly.

2. Flow of Events

2.1 Basic Flow



2.2 Alternative Flows

(n/a)

3. Feature File

```
Feature: see LEDs
  As a user
  I want to see the humidity level on the LEDs
  So that I know when to water the plant

  Scenario: see red LED
    Given The PI and the sensors are installed
    And   The system works
    And   LEDs are enabled
    When  I water my plant
    Then  The LED turns yellow

  Scenario: see yellow LED
    Given The PI and the sensors are installed
    And   The system works
    And   LEDs are enabled
    When  I water my plant
    Then  The LED turns green

  Scenario: see green LED
    Given The PI and the sensors are installed
    And   The system works
    And   LEDs are enabled
    When  I wait
    Then  The LED turns yellow
```

4. Special requirements

(n/a)

5. Preconditions

5.1 Enable LEDs in App

The user has to enable the LEDs in the settings menu of the app (see UC Change Settings). Otherwise the LEDs are not activated.

6. Postconditions

6.1 See humidity level

The user can see the humidity level of the plant by looking at the LEDs.

7. Extension Points

(n/a)