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| **USE CASE 4** | System maintain an event | |
| **Description** | The system should check the events in order to maintain redundant and ancient data | |
| **Used by** | - | |
| **Preconditions** | There are events in the system | |
| **Success End Condition** | The event has been maintained | |
| **Failed End Condition** | The event has redundant or ancient data that has not been maintained | |
| **Actors** | System | |
| **Trigger** | Time | |
| **DESCRIPTION** | **Step** | **Action** |
|  | 1 | Time looks for the oldest and newest events by date |
|  | 2 | System get the events |
|  | 3 | Time select the event |
|  | 4 | System checks if the event has not being used in a legal period of time |
|  | 5 | System checks if the event has redundant data |
|  | 6 | System maintain the event |
| **EXTENSIONS** | **Step** | **Branching Action** |
|  | - | - |
| **VARIATIONS** |  | **Branching Action** |
|  | - | - |