Use Case Documentations:

**ViewMessage:**

Using this use case, a user can view a message which has been sent to them, or to a group they are a part of.

Actor: User

Precondition: Login use case is done

Actor-system Interaction:

1. System: displays the list of friends

2. Actor: clicks on one of the friends from the list to view messages

3. System: displays the messages

Postcondition: no system change

**CreateAccount:**

Using this use case, a user can create a personal account which can be found by other users with the search function.

Case 1: Successful

Actor: User

Precondition: none

Actor-System Interaction:

1. System: displays the form to fill the details for the user

2. Actor: inputs the details

3. System: displays the confirmation for successfully creating an account

Postcondition: one new account added to the system

Case 2: Unsuccessful

Actor: User

Precondition: none

Actor-System Interaction:

1. System: displays the form to fill the details for the user

2. Actor: inputs the details

3. System: displays an error because the email is already taken

Postcondition: no change in the system

* NOTE: We also need to create a Login use case like the one which we made for our Lab 3.



