Use Case Documentations

# **Login**

Using this use case, a user can login using a pre-existing account.

Actor: User, Administrator

Precondition: None.

Case 1: Successful

Actor-System Interaction:

1. System: Displays login prompt.
2. Actor: Inputs login credentials.
3. System: Checks if creds are valid.
4. System: Log in.
5. System: Changes failed login count to 0.

Postcondition: User is logged in.

Case 2:

Actor-System Interaction:

1. System: Displays login prompt.
2. Actor: Inputs login credentials
3. System: Checks credentials.
4. System: Fails login
5. System: Clears User/Pass fields.

Postcondition: Add 1 to login count failed.

SendMessage

Using this use case, a user or administrator can send a message to a selected friend or group.

Actor: User or Administrator

Precondition: Login.

Actor-System Interaction:

1. System: Displays current messages
2. System: Displays field to input text into
3. Actor: Types in message, hits enter.
4. System: Displays message to receiver(s)

Postcondition: New message added to history.

# BanFromGroup

Actors: Administrator, User

Precondition: Login

Case 1: User is Group Creator or Actor is Admin

Actor-System Interaction:

1. Actor: Clicks on user actor wants to ban.
2. System: Displays possible actions.
3. Actor: Clicks ban user.
4. System: Checks if user is group creator or administrator
5. System: Bans user from group

Post condition: User is removed from group

Case 2: User is not Group Creator or Actor is not Admin

Actor-System Interaction:

1. Actor: Clicks on user actor wants to ban.
2. System: Displays possible actions.
3. Actor: Clicks ban user.
4. System: Checks if user is group creator or administrator
5. System: Does nothing.

Postcondition: no state change.