CS 361 – Casey Levy – Sprint 3 Assignment

3. Use Case - Life Generator

Highlighted text reflects additions made from original version

Name: Generate output of top toys for selected category

Actor: Client/User

Flow:

1. Software is launched and GUI is displayed to user

2. Using a drop down menu labeled 'Category', the user chooses a toy category

3. Using an adjacent entry field labeled 'Number of Results, the user then enters the number of results they'd like

4. User clicks a 'Generate' button

5. Software calls its search algorithm to display the top 'X' toys for category 'Y' using sorted unique IDs

6. Software creates a list of results from a CSV file

7. Search results are displayed to the user within the GUI

8. Software downloads/saves the data as a CSV file named "output.csv"

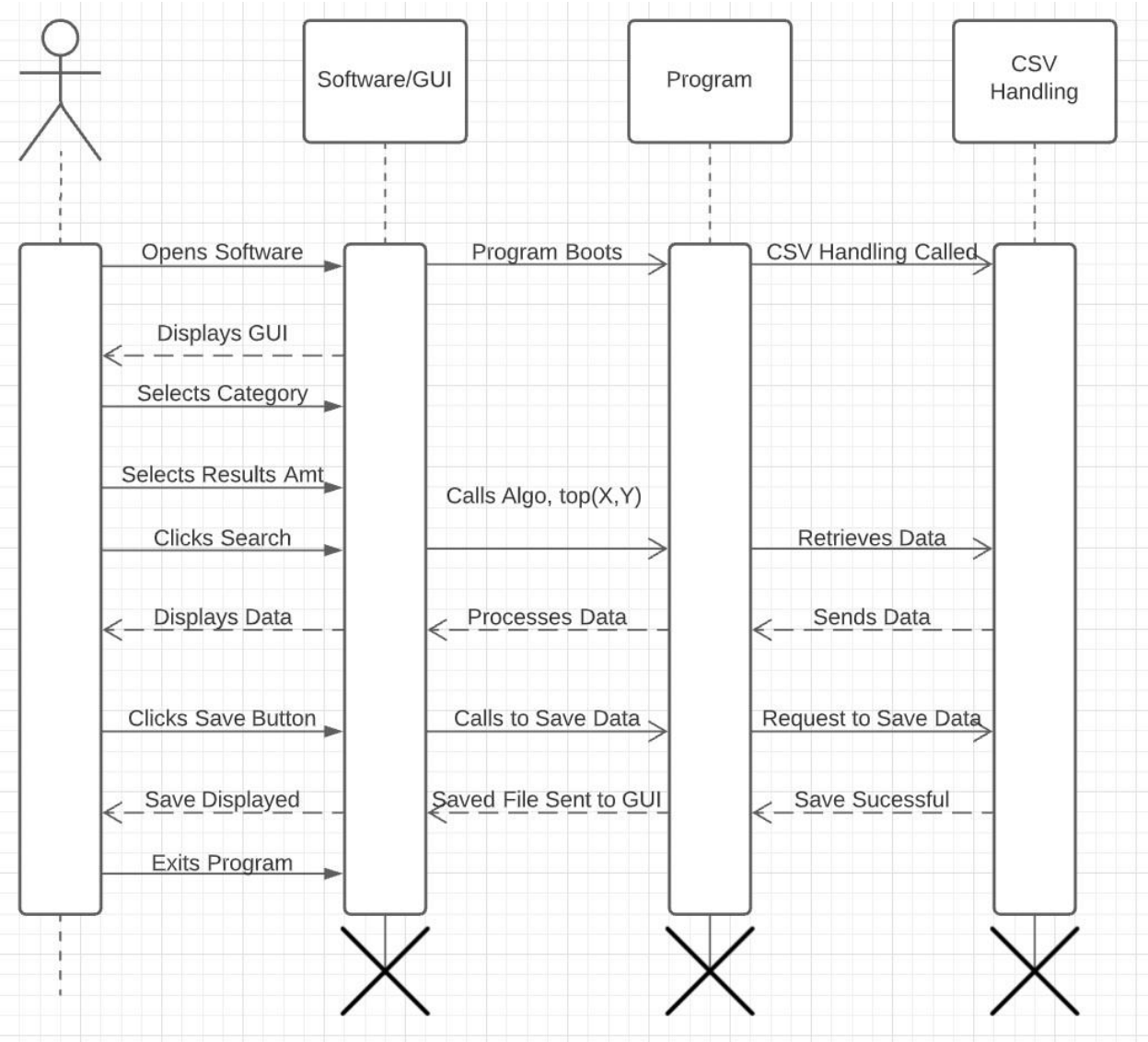
9. User can search again or exit from software

OPTIONAL:

If manual save feature is added

1. User can choose to save file to their device using a 'Save' button
2. User clicks button and function to save file is called
3. Success message appears on display
4. User can search again or exit software

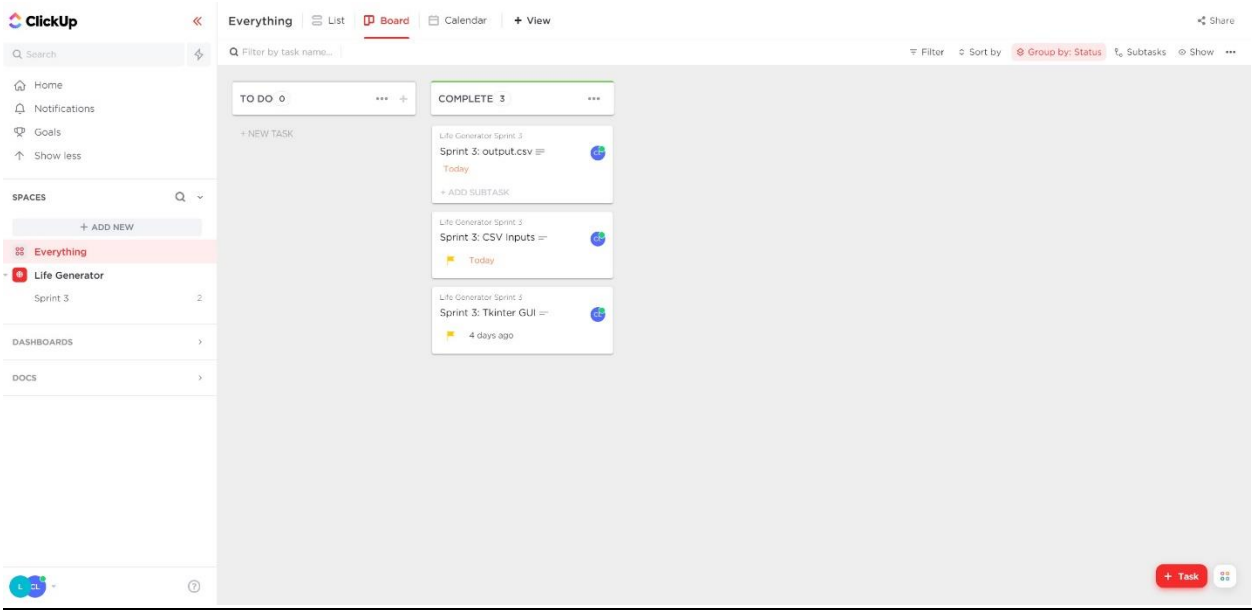
UML



Revisions

First version had all solid lined arrows with solid arrowheads. Asynchronous return symbols were added (dotted lines with lined arrowheads) as well as asynchronous message symbols (solid lines with lined arrowheads). Each represent a return message to the user and background messages done within the program/code.

Tasks


ClickUp
Search
Home
Notifications
Goals
Show less
SPACES
+ ADD NEW
Everything
Life Generator
Sprint 3
2
DASHBOARDS
DOCS
Everything
List
Board
Calendar
+ View
Share
Filter by task name...
Filter
Sort by
Group by: Status
Subtasks
Show
TO DO 0
+ NEW TASK
COMPLETE 3
Life Generator Sprint 3
Sprint 3: output.csv
Today
+ ADD SUBTASK
Life Generator Sprint 3
Sprint 3: CSV Inputs
Today
Life Generator Sprint 3
Sprint 3: Tkinter GUI
4 days ago
+ Task