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| Use Case Number | 09.03.01 |
| Use Case Name | CacheFriendsInventories |
| Participating Actors |  |
| Goal | Cache friends inventories for offline perusal |
| Trigger | Begin Viewing a Friends Inventory |
| Precondition | Friends Inventory is downloaded  Working connection |
| Postcondition | Cached inventories are up to date |
| Basic Flow | 1. System checks if friends inventories have changed (1 var) 2. System throws out old cache and saves new one |
| Exceptions |  |
| Qualities | Should require minimal processing |
| Constraint | Should be able to be deactivated in user preferences |
| Includes |  |
| Extends |  |
| Related Artifacts | US09.03.01 |
| Notes |  |
| Open Issues | If we go with the trade multiplicity of 0..n borrower items for 1 owner item theres no reason to view or hold friends inventories seperately |
|  |  |

Test

User user = new User(“Userman”); //creates user

User friend = new User(“Friendman”); //creates friend x?

User.sendFriendReq(friend); //Creates FRIENDSHIP!!! between user and friends

friend.acceptFriendReq(friendreq);

Item item = new Item(“Starbucks”,20);

friend.addItem(item); //adds to item to friends inventory (public or private)

assertTrue(user.browseAll().get(0)==item);

system.setConnect(“False”);