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| Use Case Name | OfflineActionQueueExcecute |
| Participating Actors |  |
| Goal | Execute queued actions |
| Trigger | Connection is established |
| Precondition | System lacked Connection  User has granted queued actions with permission to auto-execute  System has connection |
| Postcondition | OAQ(Offline Action Queue) is empty  User has waiting notification that offers to show details about actions that were executed |
| Basic Flow | 1. System checks that actions are still possible 2. System executes actions 3. System sends User Notification that actions were executed |
| Exceptions | 1. Actions unable to be executed  1.1 System moves Action to saved/limbo file for User review  1.2 System sends User Notification that actions need to be reviewed |
| Qualities | Use Case requires no awareness of User |
| Constraint |  |
| Includes |  |
| Extends | BrowseFriendsInventories |
| Related Artifacts | US09.01.01, US09.02.01 |
| Notes |  |
| Open Issues |  |
|  |  |

Test

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

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

user.friendReq(getUserByName(“Friendman”)); // FRIENDSHIP!!

friend.acceptFriendReq(this);

system.setConnect(Boolean.False); // sets offline mode

Item item = new Item(“Starbucks”, 20);

Action addItem = user.addTestItem(item)); // creates action

assertTrue(user.peekActQueue()==addItem); // checks queue for action

system.setConnect(Boolean.TRUE); // Sets online mode

assertTrue(user.peekActQueue()==null); // checks effects are correct checks queue for empty

friend.browse(); // friend browse user

system.setConnect(Boolean.False); // set offline

Action propTrade = friend.proposeTrade(item); // user proposes trade

assertTrue(friend.peekActQueue()==propTrade); // checks queue for action

system.setConnect(Boolean.TRUE); // sets online

assertTrue(friend.peekActQueue()==null); // checks queue for empty

assertTrue(user.peekNotiQueue()==getNoti(proptrade)); // checks friend for notification of proposal

user.acceptTrade(tradeID);

user.browse(); //User browse friend

system.setConnect(Boolean.False); // set offline

Action propTrade2 = user.proposeTrade(item); // user proposes trade

assertTrue(user.peekActQueue()==propTrade2); // checks queue for action

friend.deleteItem(item); // friend removes/edits item

system.setConnect(Boolean.TRUE); // set online

assertTrue(friend.peekNotiQueue()==null); // checks friend for no notification

assertFalse(user.peekNotiQueue()==null) // checks user for notification of failure and review