Use case

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| Use Case Name | Add My Thing |
| Participating Actors | Owner (Primary) |
| Goal | Owner adds a new item to their list of owned items |
| Trigger | Owner clicks on the Add New Item button |
| Precondition | Owner must be a registered user |
| Postcondition | The item is added to the Owner’s list of owned items |

Basic Flow

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| 1 | Owner clicks on the Add New Item button |
| 2 | System opens an interface with item attributes to include, prompting Owner to complete |
| 3 | Owner adds required information in all fields |
| 4 | Owner clicks the Add Item button |
| 5 | System tells Owner the item has been successfully added |
| 6 | System returns Owner to initiating interface |

Exceptions

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| 4 | Owner does not complete all fields |
| 4.1 | System prompts user with a meaningful message regarding the missing fields |
| 4.2 | System returns to step 3 |

Unit Test

String name = “Monopoly”; // some meaningful item name

String username = “Steve.Smith”; //some meaningful username

Item item = new Item( name );

User user = new User( username );

assertFalse( user.getOwnedItems().contains( item ) );

user.addOwnedItem( item );

assertTrue( user.getOwnedItems().contains( item ) );