360Broskis

'Fully dressed' Use-cases:

1. Set time
2. Display time
3. Set alarm

Others:
Turn on/off
Turn alarm 1 on/off
Turn alarm 2 on/off
Adjust volume
Adjust radio station
Turn radio on/off

Use Case UC1: Set time
Scope: Alarm clock software
Level: user goal
Primary Actor: User/Owner
Stakeholders and interests: Any person who uses the clock for time
Preconditions: Clock must have power and is powered on
Success guarantee: Clock will display user set time
Main success scenario:
　　　　1.　　　User has intention to set time.
　　　　2.　　　User toggles button 'Set Time'
　　　　3.　　　User uses buttons 'hour' and 'minute' to set time desired.
　　　　4.　　　Display updates the time shown as each button is pressed.
　　　　5.　　　Once user is satisfied with time displayed, user presses 'Set Time'　　　button once again to end time set.

Use Case UC1: Display Time
Scope: Alarm clock software
Level: user goal
Primary Actor: User/Owner
Stakeholders and interests: Any person who uses the clock for time
Preconditions: Clock must have power and is powered on
Success guarantee: Alarm will be activated/deactivated
Main success scenario: Clock displays the time
　　　　　　1. User wishes to know the time.
　　　　　　2. User looks at display
　　　　　　3. Display shows the time in a 4 digit format with an AM/PM indicator, as well as the alarm indicator.

Extensions (or Alternate Flows):

        *a. At any time, User notices that the time is wrong

            1. User follows the "Set Time" main success use-case

        *b. At any time, the clock loses power

            1. After power has been restored, the clock displays the default time "12:00 AM".

            2. User sets time to desired value.

Supplementary Specs:
- Implemented in Java
- User Interface built in Java scenebuilder