

Use Case: Email Client

Id: UC- 1

Description

Allows a user to log into their email client and perform basic actions, such as send, delete, and read emails.

Level: Main Function

Primary Actor Email User

Supporting Actors

Email Client Database

Stakeholders and Interests

Email Provider

Pre-Conditions

User must be logged into the client

Post Conditions

Success end condition

Email is sent, email is deleted or email displays

Failure end condition:

Email does not send, email does not delete, email cannot be read

Minimal Guarantee

Customer can log out of system and reload at a later time.

Trigger

User clicks a button

Main Success Scenario

1. User clicks on an email.
2. Email opens
3. User clicks compose
4. New email composer is opened
5. User types email recipients name
6. User types email subject, body, and closing
7. User clicks send
8. Client sends email to intended recipients email client folder
9. User clicks delete

10. Email client sends email to trash

Extensions

No extensions

Variations

none

Frequency: Multiple times and hour

Assumptions

User understands the language that program is written in and has basic knowledge of using email clients.

Special Requirements

Performance

1. The client will display email instantaneously

User Interface

1. The client should be available in any computer language offered.
2. The height of letters displayed on the display console shall not be smaller than 0.5 inches.

Security

1. The client will not display the user's password or user name.
2. The client will send email securely.

Issues

1. The User's password must meet minimum requirements.

To do

1. Test email client software and reliability