**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