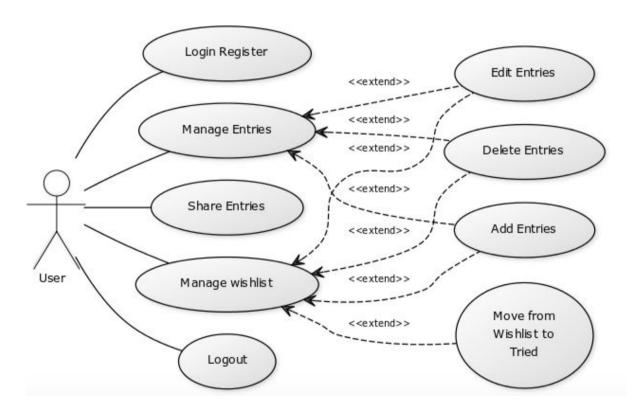**Members:** Luis Arroyo, Chandler Hayes, Kelli Ruddy, Adam Paquette, and Connor Schwirian

Project: MyTab App

GitHub: https://github.com/acpaquette/CS386_project
Trello Board: https://trello.com/b/HAagBMqJ/wine-app

CS 386 - 01
Spring 2017
Marco Gerosa

Deliverable 2.2 Use Cases

UML use case diagram

MyTab App: Adam Paquette
Use-Case: Share Entries

1   Brief Description

This use case describes how users will be able to share individual entries made in the app with other users.

2   Actor Brief Descriptions

2.1   User (Sender: Person sending the entry)

2.2   User (Receiver: Person receiving the entry)

3   Preconditions

The Sender has an active connection to the sharing server.

The Sender is log into their account, they have at least one active entry in their list of available entries.

4   Basic Flow of Events

1. The use case begins when the Sender selects an entry to view
2. The Sender clicks the Share button
3. A list of friends is brought up by the app
4. The Sender can search for other users to send the entry to
5. The Sender selects which friend should be the Receiver
6. The Sender clicks send to deliver the entry to the Receiver
7. The Sender is notified that the entry was sent
8. The app returns to the Sender's list of entries

5   Alternative Flows

5.1   Select Different Entry

If in step 2 of the basic flow The Sender clicks the Share button: The Sender clicks the back button, then

1. The Sender is brought back to the list of entries
2. The use case resumes at step 1

5.2   Select Different Friend

If in step 5 of the basic flow The Sender selects which friend should be the Receiver The Sender clicks the back button, then

1. The Sender is brought back to the entry being viewed
2. The use case resumes at step 3

5.3   Send Failure

If in step 7 of the basic flow The Sender is notified that the entry was sent: The entry was not received, then

1. The Sender is notified that the entry was not received
2. The Sender is asked if they would like to retry sending the entry
3. The use case resumes at step 6

5.4   Cancel

If in steps 1 - 6 of the basic flow The Sender may cancel sharing the entry, then

1. The Sender is notified that sending the entry was canceled

2. The use case resumes at step 1

6   Key Scenarios

6.1   Send Failure

1. User receives message alerting them of a failure
2. Allow user to try and share again

7   Post-conditions

7.1   The Receiver has received the entry and has been notified

7.2   The Sender is redirected to their list of entries

MyTab App: Kelli Ruddy
Use-Case: Edit Entry

1 Brief Description

Editing entry specified by user.

2 Actor Brief Descriptions

2.1 User

3 Preconditions

User is logged in

User has at least one entry to edit

4 Basic Flow of Events

1. The use case begins when user, clicks 'edit' button.
2. Entries are available to be edited
3. User edits wine name
4. User edits wine rating
5. User edits wine description
6. User edits wine image
7. User edits wine price
8. Submit edits
9. Update list of entries

5 Alternative Flows

5.1 If user does not submit the edits

1. User asked if they would like to submit before leaving page.
2. Returns to homepage

5.2 At any time, user cancels entry

1. Confirm cancellation of edit
2. Discard information, no updates made.
3. Go to home page

5.3 No entry to edit

1. System issues notification alerting no entry to edit

6 Post-conditions

6.1 Entry specifications are updated in the list

1. User can see their updates reflected on their list of wines.

7 Special Requirements

No special requirements

MyTab App: Luis Arroyo
Use-Case: Logout

1   Brief Description

Logging out of the user's account and save the changes they have made.

2   Actor Brief Descriptions

2.1   User

3   Preconditions

User is logged in

4   Basic Flow of Events

1.   The use case begins when the user, taps on 'logout' button.

2.   Press the logout button

3.   Confirm that user wants to log out

4.   Save user's information

5.   Notify that logout was successful

6.   Redirect to the login page

7.   The use case ends.

5   Alternative Flows

5.1   At any time, the user does not want to log out

If in step 2 of the basic flow the user wants to log out of their account, then

1.   All their managed entries and wishlist information will be saved

2.   Will be redirected to the home page

6   Subflows

If in step 3, user does not want to log out

1.   Return to previous page

7   Post-conditions

7.1   Logout of their account successfully and log back into their account

1.   If the user was able to log into their account, they are also about to log out of their account

8   Special Requirements

No special requirements

MyTab App: Chandler Hayes
Use-Case: Add Entry

1   Brief Description

Adding a new entry for a wine the user has tried

2   Actor Brief Descriptions

2.1   User

3   Preconditions

User is logged into the app

4   Basic Flow of Events

1. The use case begins when the user, taps on 'add entry' button.
2. Go to 'add entry' page.
3. Enter name of wine
4. Enter rating for wine
5. Enter description/thoughts
6. Enter Price
7. Add Image (optional)
8. Enter flavor notes (optional)
9. Submit entry
10. Use case ends

5   Alternative Flows

5.1   At any time, user cancels entry

1. Discard information
2. Go to home page

6   Subflows

6.1   Add image, user doesn't enter image

1. Have null object for image

6.2   Add image, take photo

1. Open camera
2. User takes photo
3. Save image to entry
4. Subflow ends

6.3   Add image, choose from gallery

1. Open photo gallery app
2. User selects photo
3. Save photo to entry

6.4   Enter flavor notes, user doesn't enter note

1. Have null object for flavor notes

6.5   Enter flavor notes, user enters note

1. Save flavor notes

7   Post-conditions

7.1   Entry is stored in list

1. User is sent to list view of their entries.

8.   Special Requirements

There are no special requirements.

MyTab App: Connor Schwirian
Use-Case: Delete Entry

1   Brief Description

There is an entry that the User wishes to delete. The User then deletes said entry.

2   Actor Brief Descriptions

2.1   User

3   Preconditions

User is logged into the application.

4   Basic Flow of Events

1.   The User selects to view their list of entries.

2.   The User finds the specific entry they wish to delete.

3.   The User presses the delete button on the desired entry.

4.   The User confirms the deletion of the entry in the corresponding pop-up window.

5.   The use case ends.

5   Alternative Flows

5.1   Deleting an entry from its view page.

If in step 1 of the basic flow the actor or system does something, then

1.   The User desires to review the information of the entry before deleting it.

2.   The use case resumes from step 2.

3.   The User presses the entry they wish to view.

4.   After determining the entry should be deleted, the User presses the delete button in the edit entry screen.

5.   The User confirms the deletion of the entry in the corresponding pop-up window.

6.   The User is returned to the view entries screen.

7.   The use case ends.

5.2   The User cancels the deletion from either location.

1.   The User decides not to delete the entry.

2.   The use case continues from step 3, or from alternative flow 1 step 4.

3.   The User presses the cancel button in the corresponding pop-up window.

4.   The pop-up window disappears and the previous screen remains.

5.   The use case ends.

6   Subflows

6.1   No subflows

7   Key Scenarios

7.1   The entry to be deleted exists.

1.   If the entry to be deleted, the User creates a new entry.

8   Post-conditions

8.1   The desired entry is deleted.

9   Special Requirements

There are no special requirements.

Group Participation

	Participation
Adam Paquette	● Contributed to the UML use case diagram. ● Did complete description for 'Share Entry' use case.
Kelli Ruddy	● Contributed to the UML use case diagram. ● Did complete description for 'Edit Entry' use case.
Luis Arroyo	● Contributed to the UML use case diagram. ● Did complete description for 'Log out;
Chandler Hayes	● Contributed to the UML use case diagram. ● Did complete description for 'Add Entry' use case.
Connor Schwirian	● Contributed to the UML use case diagram ● Did complete description for 'Delete Entry' use case.