## use case descriptions

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| *Use case name* | Login |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. Study Bear displays the login form. The login form contains two textboxes for username and password, register link, and a login button.  2. Users enter their login information and then clicks the login button  3. Study Bear queries webserver using the user’s login information and checks for validity.   1. If invalid user information is submitted, Study Bear displays an error message and the user is able to repeat the login process again. 2. If valid login information is submitted, Study Bear closes login screen and displays the users profile |
| *Entry condition* |  |
| *Exit condition* | * The student’ s profile screen is shown |
| *Quality*  *requirements* |  |

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| *Use case name* | Logout |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. The user initializes use case by clicking logout button from the menu screen.  2. Study Bear closes menu screen and initializes the Login use case. |
| *Entry condition* | * The user is currently viewing the menu screen. |
| *Exit condition* | * The user is logged out. |
| *Quality*  *requirements* |  |

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| *Use case name* | ViewMessages |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. The User initializes use case by clicking the Messages button from the menu bar. 2. Study Bear displays the Messages form to the User. Messaging form contains an icon to compose a message, a button to view inbox messages, and a button to view outbox messages.    1. If User clicks the inbox button, Study Bear displays a list of received messages from other Users.       1. If the User selects a message thread, Study Bear displays the messages in a text view.       2. If the User holds down on a message thread, the User can tap the delete the message option. If tapped, the DeleteMessage use case is initiated.    2. If User clicks the outbox button, Study Bear displays a list of messages sent to other Users.       1. If the User selects a message, Study Bear displays the messages in a text view.       2. If the User holds down on a message thread, the User can tap the delete the message option. If tapped, the DeleteMessage use case is initiated.    3. If User clicks the compose message button, the ComposeMessage use case is initiated. |
| *Entry condition* | * The User is at a screen that contains the menu bar |
| *Exit condition* | * The User is at a screen that is not within messaging |
| *Quality*  *requirements* |  |

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| *Use case name* | DeleteMessage |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. User initiates use case by holding down on a message in the inbox or outbox. 2. Study Bear displays a delete message button. 3. User clicks the delete message button. 4. Study Bear sends a delete message request to the server. 5. Server deletes messages from data store and returns list of remaining messages. |
| *Entry condition* | * Study Bear is displaying a list of messages |
| *Exit condition* | * Study Bear is displaying a list of messages |
| *Quality*  *requirements* |  |

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| --- | --- |
| *Use case name* | ComposeMessage |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. User initiates use case by clicking the compose message button from the messaging form or by clicking the message button on a Users profile. 2. Study Bear displays the compose message form to the user. Compose message form contains a textbox for the recipient, a text view to write a message, and a send button.    1. If the use case is initiated from the messaging form, the recipient field is blank.       1. User fills in the recipient field and types a message in the text view.       2. User clicks the send button. SendMessage use case is initiated.    2. If the use case is initiated from a user profile, the recipient field is pre-populated with the User’s profile.       1. User fills in the recipient field and types a message in the text view.       2. User clicks the send button. SendMessage use case is initiated. |
| *Entry condition* | * Study Bear is displaying messaging form or another User’s profile. |
| *Exit condition* | * Message was sent or the User pressed back to retrieve previous screen. |
| *Quality*  *requirements* |  |

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| --- | --- |
| *Use case name* | SendMessage |
| *Participating*  *actors* | Student (User) |
| *Flow of events* | 1. User initiates use case by pressing the send button from the Compose Message Form. 2. Study Bear makes a send message request to the server. 3. Server saves message in data store for the addressed User. 4. Server sends notification to recipient of the message. |
| *Entry condition* | * Study Bear is displaying Compose Message Form |
| *Exit condition* | * Notification sent to recipient |
| *Quality*  *requirements* |  |