Use Case UC-<> :- <>
Related Requirements: REQ-<>, REQ-<>.
Initiating Actor: <>
Participating Actors: <>
Actor's Goal: <>.
Preconditions:
• <>
• <>
• <>
Postconditions:
• <>
Flow of Events for Main Success Scenario:
← <>
$\bullet \to <>$

Use Case UC 1:- login

Related Requirements: REQ-1, REQ-2, REQ-3, REQ-4, REQ-5, REQ-10

Initiating Actor: Registered User

Participating Actors: Database, Main UI

Actor's Goal:

Login in successfully and retrieve personal information about the registered

user

Preconditions:

- The actor is registered.
- The actor is not logged in.

Postconditions:

• The system redirects to the homepage of the user.

- ullet Actor enters data according to his/her previously stored data .
- → User Interface calls login() method.
- → System gets the user's data from the database.
- ←System redirects to his/her homepage on success.
- ← System notifies the actor upon wrong entered data.

Use Case UC 2:- signUp

Related Requirements: REQ-1, REQ-2, REQ-3, REQ-4, REQ-5, REQ-10

Initiating Actor: Unregistered User

Participating Actors: Database, UI

Actor's Goal:

 Sign up successfully and store his/her personal information in the website's database.

Preconditions:

• The actor is unregistered.

Postconditions:

• The system redirects to the homepage of a newly created user.

- → User click the Register button
- → User enters data about him/her -self
- → User Interface call methods signUp() method .
- ullet System stores the actor's data in the database.
- ← System redirects to his/her homepage on success.
- ← System notifies the actor upon violating entered data.

Use Case UC 3:- logout

Related Requirements: REQ-8, REQ-9, REQ-11

Initiating Actor: Registered User

Participating Actors: Website

Actor's Goal:

No longer be treated as a registered user.

Preconditions:

• The actor is registered.

• The actor is logged in.

Postconditions:

• The system redirects to the main page, treats actor as a guest.

- User clicks on logout.
- Main UI calls the logOut() method to remove the user session from the system.
- Guest VIew is returned to the now logged out user.

Use Case UC 4:- assignExperts

Related Requirements: REQ-4, REQ-5, REQ-6, REQ-12, REQ-13, REQ-14

Initiating Actor: Registered User

Participating Actors: Admin, Database, User Interface

Actor's Goal:

• Become an expert, with certain privileges.

Preconditions:

• A user applied for an expert position.

Postconditions:

• The system treats actor as an expert and offers other functionalities.

- Admin approves the expert request, assign the registered user to become an expert.
- System treats user as an expert and offers expert's functionalities.

Use Case UC 5:- assignAdmin

Related Requirements: REQ-4, REQ-5, REQ-6, REQ-16, REQ-17, REQ-18

Initiating Actor: Registered User

Participating Actors: Owner

Actor's Goal:

Create and possess an admin account with further access.

Preconditions:

• The user is registered.

• The actor already applied for adminship.

Postconditions:

• The system treats the user as an admin and adds him/her to the dashboard with more access.

- User applies for being an admin.
- Owner accepts user's adminship request.
- User account now have further access to further functionalities.

Use Case UC 6:- search

Related Requirements: REQ-5, REQ-18, REQ-19

Initiating Actor: Registered User

Participating Actors: Database, main UI

Actor's Goal:

• To search for experts by topic or name.

Preconditions:

• The user is registered.

• The system displays the homepage with a search area.

Postconditions:

• The system redirect to a page that contains all experts from the search.

- →User selects a name or topic to search by on main UI and press search.
- →User Interface makes call search(string): arraylist<expert>.
- ←The search function will retrieve the data from the database
- →The Database will then return Record objects
- ← main UI redirect to a page that contains all experts from the search.

Use Case UC 18:- createTopic

Related Requirements: REQ-6, REQ-51

Initiating Actor: Expert User

Participating Actors: Database

Actor's Goal: To create a topic he/she wants to talk about.

Preconditions:

• The User is an expert.

Postconditions:

- System pop up a message that the topic was added.
- The system add the topic to the expert information.
- Users can search for expert by this topic.

- → User(Expert) selects a topic to add on main UI using createTopic method .
- → System adds the topic to the expert information in the database.
- ← System pop up a message that the topic was added.

Use Case UC-19 :- expertApply

Related Requirements: REQ-52

Initiating Actor: User

Actor's Goal: To apply for being an Expert user in the website.

Preconditions:

• The user must be a registered user.

Postconditions:

• A request is sent to the admin to whether approve or disapprove the applicant.

- →The user clicks on a button to apply in the settings.
- →System asks to specify the field he/she wants to be an expert in.
- →System sends request by email using expertApply() method to the Admin.

Use Case UC-20:- expertTopics

Related Requirements: REQ-6, REQ-53

Initiating Actor: Expert

Participating Actors: Database/UI

Actor's Goal: The Expert can select a topic to be added to his/her list to be available for discussion in office hours.

Preconditions:

- That the user is an Expert.
- Database has existing topics to provide.
- Expert is adding to his list of topics through settings.

Postconditions:

• The chosen topic is added to Expert's list of topics in his/her profile.

- The Expert selects a topic to add to his/her list.
- A list of topics is viewed to the expert from database to choose from.
- The selected topic is added to the expert's list of topics.

Use Case UC-21 :- requestSession

Related Requirements: REQ-44, REQ-45, REQ-61, REQ-63.

Initiating Actor: User

Participating Actors: Expert, Database , User interface

Actor's Goal: Request a session with a certain expert.

Preconditions:

- The user has already asked a question
- The expert has accepted the user's question
- The user has to be in the expert's profile

Postconditions:

 Pop-up message will appear to notify the user that the request has been successfully sent

Flow of Events for Main Success Scenario:

→ The user will click on the button reserve session

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• The expert will reply with 3 free slots

Use Case UC-22 :- sessionType

Related Requirements: REQ-71

Initiating Actor: User

Actor's Goal: The user will specify the session's type in the issued request whether

public or private

Preconditions:

• The user has to specify the session's type (public or private)

• The user has already requested to reserve a session

Postconditions:

• The request will be sent to the expert

- The user will request to reserve a session with the expert
- The user will specify the type of the session
- The request will be sent to the expert

Use Case UC-23 :- askQuestion

Related Requirements: REQ-43, REQ-63, REQ-67

Initiating Actor: Users

Participating Actors: Experts

Actor's Goal: The user are able to send a question to their desired experts.

Preconditions:

• The user selected a list of desired experts to seek help from.

Postconditions:

• A question to be sent to the desired experts from the user.

- User select 1-3 experts then press Ask Question button.
- UI shows the question Form
- User type question then press the send button
- UI Calls AskQuestion method
- Then controller sends the question to the UI with the Experts ID
- Then the UI Shows the Question to the experts

Use Case UC-24 :- pickSlot

Related Requirements: REQ-6, REQ-63, REQ-70, REQ-72.

Initiating Actor: User

Participating Actors: Database, User interface

Actor's Goal: The user will pick one of the received free slots sent by the expert

Preconditions:

• The user has already requested a session with an expert

• The expert has already replied with 3 free slots

Postconditions:

- A pop-up message will appear to the user to confirm the picked slot
- The picked slot will be added to the user schedule

- ←
- →The user will press one of the slots sent by the expert .
- ← The user interface will send a pop-up message to the user to confirm the picked slot
- → The user interface will call the pickSlot() method
- The expert will receive a notification about this reservation.

Use Case UC-25 :- sendURL

Related Requirements: REQ-62

Initiating Actor: System

Participating Actors: Expert, User

Actor's Goal: Both users and experts will receive chat room URL .

Preconditions:

- There is a already a reserved session between the user and the expert.
- The session has already been confirmed by both the user and the expert

Postconditions:

 The URL will be sent to both the expert and the user by an email through third party API

- The expert and the user will confirm the reserved session
- the system will send the URL of the chat room to both the user and the expert

Use Case UC-26 :- respondToQuestion

Related Requirements: REQ-6, REQ-43

Initiating Actor: Expert

Participating Actors: Main UI

Actor's Goal: The expert to respond to a question sent by a user by either accept and answer or reject.

Preconditions:

• The Expert is logged in and viewing his questions' requests

Postconditions:

• A pop-up message will appear to the user by the name of the expert he asked and the response to his question.

- →Expert clicks the button View Questions.
- —System Load the web-page which contains the Question asked to this Expert.

- → Expert browses the requests.
- →Expert clicks a button associated with a specific question.
- System Calls the respondToQuestion and log the data to the database and send a confirmation message in a popup to the Expert.

Use Case UC-27 :- sendSlots

Related Requirements: REQ-4, REQ-6, REQ-44, REQ-45

Initiating Actor:Expert

Participating Actors: User

Actor's Goal: The expert to send 3 free slots to the user.

Preconditions:

• The user has already asked an expert a question.

• The expert accepted the question.

• The user has sent a request to the expert.

Postconditions:

• A message to be sent to the user from the expert with the 3 free slots.

Flow of Events for Main Success Scenario:

- Expert sends 3 free slots to the user.
- The message reached to the user to pick one of them.

Use Case UC-43 :- videoCall

Related Requirements: REQ-22, REQ-62, REQ-64, REQ-65.

Initiating Actor: User / Expert.

Participating Actors: UI/Database

Actor's Goal: Have a real-time video conference with the other user.

Preconditions:

• Have a previous reservation assigned with this time logged in the database and linked to a specific URL.

Postconditions:

• A pop-up to each user after the conference to rate each other and leave a feedback (if any).

- ←User opens the URL associated with this reserved session.
- →The session starts after the other party join the chat room.
- The conference happens and then either of the users ends the conference the popup shows up and each user rate the other and give a feedback (if any) and then the data logged in the database.

Use Case UC-44 :- voiceCall

Related Requirements: REQ-62, REQ-64, REQ-68.

Initiating Actor: User / Expert.

Participating Actors: UI/Database

Actor's Goal: Have a real-time Voice call with the other user.

Preconditions:

• Have a previous reservation assigned with this time logged in the database and linked to a specific URL.

Postconditions:

• A pop-up to each user after the conference to rate each other and leave a feedback (if any).

- ←User opens the URL associated with this reserved session.
- →The session starts after the other party join the chat room.
- The conference happens and then either of the users ends the conference the popup shows up and each user rate the other and give a feedback (if any) and then the data logged in the database.

Use Case UC-45 :- chat

Related Requirements: REQ-62 ,REQ-69

Initiating Actor: Users / Experts

Participating Actors: Users / Experts

Actor's Goal: The user/expert are able to send/receive text messages from each others.

Preconditions:

- The expert accepted the question of a specific user concerning a topic.
- The user/expert has an ongoing session connected over a certain session type.

Postconditions:

• The sent messages from each participant will be viewable by the rest of the participants present in the session.

- User/Expert types message to be sent and presses the send button
- User/Expert receives text messages reached from other participants accordingly.

Use Case UC-46 :- viewRequest

Related Requirements: REQ-73 ,REQ-74

Initiating Actor: User

Participating Actors: User

Actor's Goal: The User are able to view all requests sent/received

Preconditions:

• The User has sent/received requests.

Postconditions:

• The User is able to view requests

- User press view requests button
- The UI calles viewRequests method
- Database sends back the requests to UI
- UI Displays the requests for the user