Group 8 - Bahaar Grewal, Newton Vu, Ese Okabiah, Darius Satterwhite, Danial Sharif

Write two of your most important use cases for the system that you're developing.

User Case #1

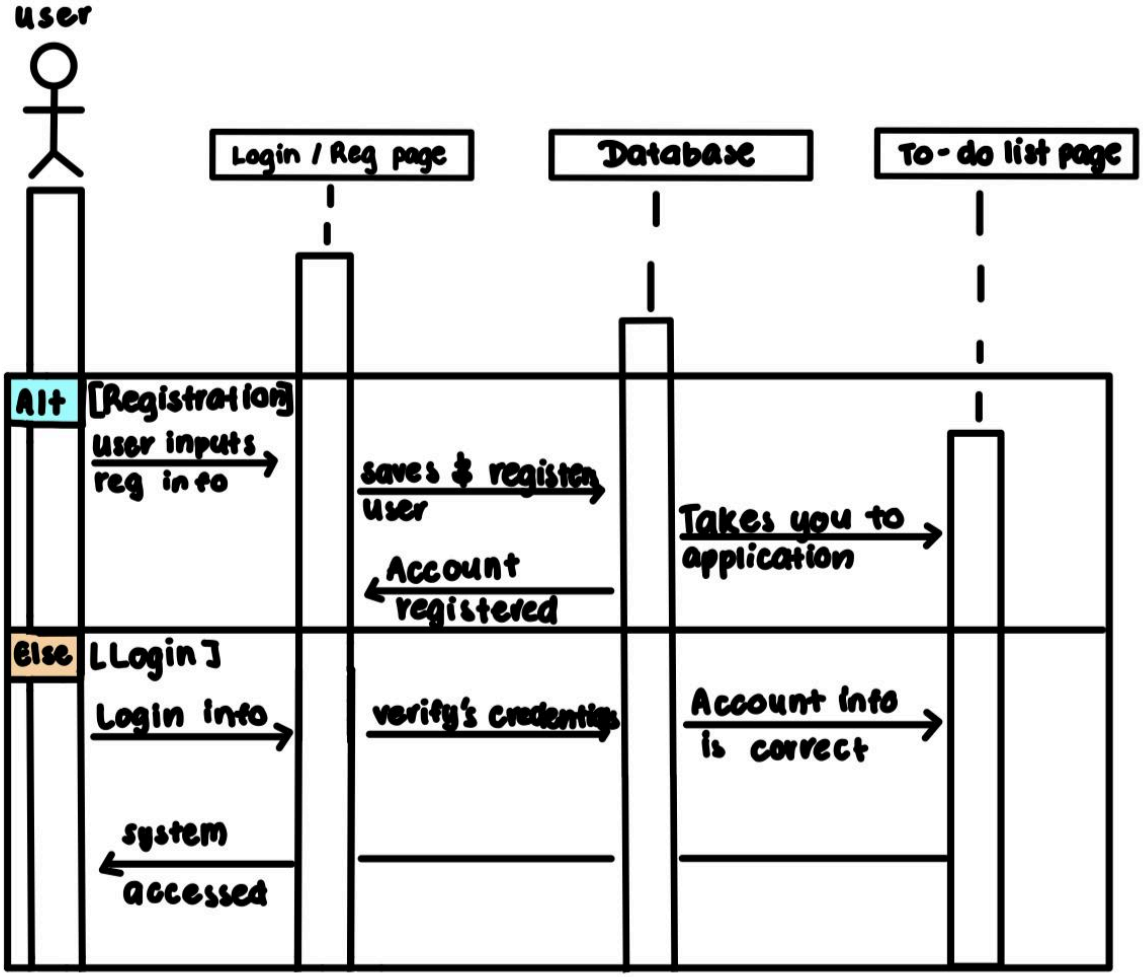
System: To-Do/ Task Manager Application
Use Case: Login / Register form
Actors: Users (GSU students)
Data: The Login and Registration form will be a gateway for the user to enter into the main program and to access their own to-do task list. For this use case, the system will verify whether the user is registered within the database or whether the user wants to register themself into the database with the Registration form.
Stimulus: The user will log into the application with their credentials that they have created. With these "keys", the application will verify their credentials with the database.
Response: The inputs of the user for their user ID and password will be compared to the database information that is stored by the application.
Comments: The inputs of the user credentials are only compared when the user clicks the "login" button or will add the user to the database when they click the "register" button.

User Case #2

System: To-Do/ Task Manager Application
Use Case: Notification
Actors: Users (GSU students)
Data: The notification feature will be used for the user to remind them of their upcoming duties and tasks that they have inputted into the application. This feature will help assist the user to not forget about such tasks and to help the user be reminded of their task.
Stimulus: User inputs the priority of the task. Those tasks with higher priority will be given a more frequent notification occurrence. The user will also be able to select an option to where they do not get notified.
Response: The notification logic will be generated for every task, with each task having a different timer to notify the user.
Comments: Once the timer for the logic runs out, the user will get notified. When the task is completed (crossed out), the timer will pause and when the task is removed from the list, the timer will stop and be removed for that task.

Take those use cases and create the corresponding sequence diagram (S)for each of those use cases. As an intermediate step it may help for you to think of the objects required for the use case and create a flowchart diagram (activity diagram) pg 143 of the actions that the task requires.

User Case #1 Sequence Diagram



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User Case #2 Sequence Diagram