School of Electrical Engineering, Belgrade

Coursework for Software Engineering Principles (SI3PSI)

**Project: CodeUp**

*Use case specification for Modifying personal preferences*

Document version: 1.0

**Name:**

Modifying personal preferences

**Identifier**

UC7

**Description** (*A* c*ouple of sentences or a paragraph describing the basic idea of the use case****)***

User is presented with the page that consists of his personal preferences. There he can sign up for notifications regarding tournaments, new problem statements, new problem categories etc… User can also cancel his subscriptions at any time.

**Goal** (*The business goal of the initiating actor*)

User changed his personal preferences.

**Preconditions** (*List the state(s) the system can be in before this use case starts*)

1. User has an account on CodeUp web platform.

**Assumptions** (*Optional, List all assumptions that have been made)*

**Frequency** (*Approximately how often this use case is realized, e.g., once a week, 500 times a day, etc*.)

**Basic Course** (*Describe the “normal” processing path, aka, the Happy Path*)

1. User visits our “Modify personal preferences” web page.
2. User chooses one or more preference that he wants to change.
3. User clicks on Apply changes button in order to confirm his changes.

**Alternate Course A:** Error in step 3

**Condition:** User tried to close the page.

A.1. System asks user to confirm his changes by clicking on Apply changes button.

**Post conditions** (*List the state(s) the system can be in when this use case ends*)

**Actors** (*List of actors that participate in the use case*)

**Notes**

*List any "to dos", concerns to be addressed, important decisions made during the development of this use case*, …