1 User Login via Smartphone

Description

When the user wishes to login via his or her smartphone. Very similar to the regular User Login use case.

Actors

User

Preconditions

- 1. User's smartphone is on.
- 2. User's smartphone views the installed apps.

Basic Flow

- 1. The user taps on the icon that corresponds to the coffee machine application.
- 2. The system presents the user with the login page.
- 3. The user taps on the username text field.
- 4. The user types in his or her username.
- 5. The user taps on the password field.
- 6. The user types in his or her password.
- 7. The user taps the login button.
- 8. The system logs in the user.
- 9. The system makes an entry in the log file about the login from the smartphone.
- 10. The system presents the user with the default post-login page.

Alternate Flows

- 5 a) The user taps on the "next field" key on the keyboard.
 - 1. The basic flow continues from step 6.
- 7 a) The user taps the enter key on the keyboard.
 - 1. The basic flow continues from step 8.

Exception Flows

- 8 a) The user has typed in a bad username or password.
 - 1. The system notifies the user that he or she is not logged in.
- 8 b) The maximum number of bad tries has been reached.
 - 1. The system notifies the user that the maximum number of bad tries has been reached.
 - 2. The system disables the user's account.
 - 3. The use case exits.

Postcondition

User is logged in.