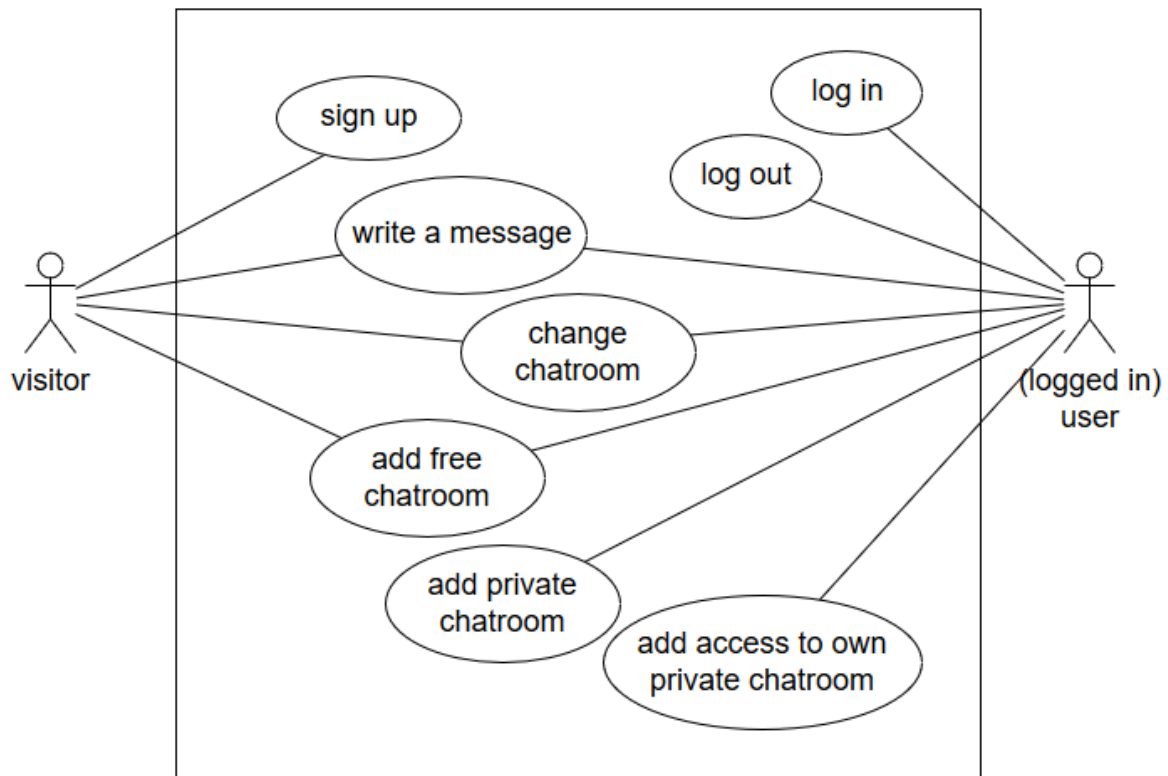


ChatApplication: Use Cases



use case diagram

Detailed descriptions

- character * means “use case doesn’t continue to next part”. This happens when application returns error message.

Sign up

- *Actor:* visitor
- *Goal:* Get logged in users’ properties.
- *Precondition:* Visitor not logged in at moment.
- *Postcondition:* New account has created.
- *Main success scenario:*
 1. Visitor arrives to sign up page.
 2. Visitor writes nickname to nickname input field.
 3. Visitor writes password to password input field.
 4. Visitor writes same password to confirm password input field.
 5. Visitor clicks sign up button
 6. New account is added to application.
- *Extensions:*
 - 2a. No nickname is written:
 - 2a1. Application returns error message after part 5*.

- 2a2. Visitor really writes nickname.
- 2b. There is already account with that nickname.
 - 2b1. Application returns error message after part 5*.
 - 2b2. Visitor writes another nickname.
- 3a. No password is written:
 - 3a1. Application returns error message after part 5*.
 - 3a2. Visitor really writes password.
- 3b. Written password is shorter than 6 characters.
 - 3b1. Application returns error message after part 5*.
 - 3b2. Visitor writes long enough password.
- 4a. Confirm password doesn't equal password:
 - 4a1. Application returns error message after part 5*.
 - 4a2. Visitor confirms password successfully.

Write a message

- *Actor:* visitor, user
- *Goal:* Write message to other users.
- *Precondition:* Visitor is on some chatroom page.
- *Postcondition:* Message is added to chatroom.
- *Main success scenario:*
 1. Actor arrives to chatroom page.
 2. Actor writes message to content input field.
 3. (Only for visitor) Visitor writes nickname to nickname input field.
 4. Actor clicks send button.
 5. Application adds message to chatroom page.
- *Extensions:*
 - 2a. No message is written:
 - 2a1. Application returns error message after part 4*.
 - 2a2. Actor really writes message.
 - 2b. Written message is longer than 500 characters.
 - 2b1. Application returns error message after part 4*.
 - 2b2. Actor writes short enough message.
 - 3a. No nickname is written:
 - 3a1. Application returns error message after part 5*.
 - 3a2. Visitor really writes nickname.
 - 3b. There is already account with that nickname.
 - 3b1. Application returns error message after part 5*.

3b2. Visitor writes another nickname.

Change chatroom

- *Actor:* visitor, user
- *Goal:* change to another chatroom.
- *Precondition:* Visitor is on some chatroom page.
- *Postcondition:* Visitor is on some (other) chatroom page.
- *Main success scenario:*
 1. Actor arrives to chatroom page.
 2. Actor clicks side navigation bar open.
 3. (Optional) Actor search chatrooms with input text.
 4. Actor clicks chatroom's name link at list.
 5. Application redirects actor to (other) chatroom page.

Add free(/private) chatroom

- *Actor:* visitor, user(/user)
- *Goal:* Create new chatroom.
- *Precondition:* Visitor is on some chatroom page.
- *Postcondition:* New chatroom is created.
- *Main success scenario:*
 1. Actor arrives to chatroom page.
 2. Actor clicks side navigation bar open.
 3. Actor writes name for a new chatroom to input field
 4. (only for user) User choose free or private radio input.
 5. Actor clicks "Add new chatroom" button.
 6. Application creates new chatroom.
 7. Application redirects actor to same page.
- *Extensions:*
 - 3a. No name is written:
 - 3a1. Application returns error message after part 5*.
 - 3a2. Actor really writes name.
 - 3b. Written message is longer than 25 characters.
 - 3b1. Application returns error message after part 5*.
 - 3b2. Actor writes short enough name.

Add access to own private chatroom

- *Actor:* user
- *Goal:* add access for another user to own private chatroom.
- *Precondition:* User has own private chatroom.
- *Postcondition:* New user has access to that chatroom.

- *Main success scenario:*
 1. User arrives to chatroom page.
 2. User clicks side navigation bar open.
 3. User choose own private chatroom from select input's options.
 4. User writes nickname of user, whom access is added to, to input field.
 5. User clicks "Add access" button.
 6. Application add access to chosen chatroom for user written nickname.
 7. Application redirects actor to same page.
- *Extensions:*
 - 4a. No user with written nickname is found:
 - 4a1. Application returns error message after part 5*.
 - 4a2. Actor writes other nickname.