*Use case name* ReportEmergency

*Entry condition:*

* The FieldOfficer activates (using ReportEmergencyButton) the “Report Emergency” function of her terminal (using the ReportEmergencyControl. The FieldOfficer draws his FieldOfficerStation. He describes an incident using EmergencyReportForm by including details like description, response needed, status, location, and how many personal required etc.)

*Flow of events*

* FRIEND responds by presenting a form to the officer that emerges from FieldOfficerStation. The form includes an emergency type menu (general emergency, fire, transportation), a location, incident description, resource request, and hazardous material fields.
* The FieldOfficer completes the form by specifying minimally the emergency type and description fields. The FieldOfficer may also describe possible responses to the emergency situation and request specific resources. Once the form is completed, the FieldOfficer submits the form by pressing the “Send Report” button, at which point, the Dispatcher is notified.
* The Dispatcher (manage using ManageEmergencyControl and) reviews the information submitted by the FieldOfficer and creates an Incident in the database by invoking the OpenIncident use case. All the information contained in the FieldOfficer’s form is automatically included in the incident (IncidentForm located at DispatcherStation). The Dispatcher selects a response by allocating resources to the incident (with the AllocateResources use case) and acknowledges (AcknowledgementNotice) the emergency report by sending a FRIENDgram to the FieldOfficer.

*Exit condition*

The FieldOfficer receives the acknowledgment and the selected response.

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Setting the time on 2Bwatch requires the actor 2BWatchOwner (whilst looking through LCDDisplay) to first press both buttons simultaneously (Using the BoundaryObjectButton), after which 2Bwatch enters the set time mode. In the set time mode (ChangeTimeControl/ChangeDateControl), 2Bwatch blinks the number being changed (e.g., the hours, minutes, seconds, day, month, or year). Initially, when the 2BWatchOwner enters the set time mode, the hours blink. If the actor presses the first button, the next number blinks (e.g, if the hours are blinking and the actor presses the first button, the hours stop blinking and the minutes start blinking). If the actor presses the second button, the blinking number is incremented by one unit. If the blinking number reaches the end of its range, it is reset to the beginning of its range (e.g., assume the minutes are blinking and its current value is 59, its new value is set to 0 if the actor presses the second button). The actor exits the set time mode by pressing both buttons simultaneously.