Use Cases for BMSP (Ballmaschinen-Schooting-Protokoll)

Use Cases are oriented towards Fowlers Use Case style where use case starts with the title and contain a Main Success Scenario and some Extensions. In this case additional Information like Primary Actor, Scope and Goal level follow the Title.

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# Use Case 1: Generating a BMSP

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| **Primary Actor** | **Scope** | **Goal Level** |
| Program A | System (Black-Box) | Summary |

**Main Success Scenario:** The Acting Program A communicates the structure of a BMS-Sequence to the class *BMSPGenerator*. On Request of Program A an BMSP is be created.

**Extensions:**

1. Program A wants to create an impossible BMS-Sequence and gets notified by the BMSP-Generator about its stupidity.