

# Event Sharing Android App

## Use Case Specification

Submitted to:

Asst. Prof. Ma. Rowena C. Solamo  
Faculty Member  
Department of Computer Science  
College of Engineering  
University of the Philippines, Diliman

Submitted by:  
Bacister, Camille Grace  
Lenon, Mikaela Jun  
Ubias, Zachary James

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**Unique Reference:**

The documents are stored in the [GitHub Repository Link].

[File Reference in GitHub, preferably link.]

**Document Purpose:**

The purpose of this document is to give a clear understanding on how the use-case Delete Event works for different possible alternative flows there are.

**Target Audience:**

This documents aim to target possible users of the project, the client, and developers interested in making a project similar to this.

**Revision Control***History Revision:*

<b>Revision Date</b>	<b>Person Responsible</b>	<b>Version Number</b>	<b>Modification</b>
08/16/15	Camille Bacister	1.0	Initial Document; Flow of Events
08/16/15	Mika Lenon	1.1	Added and updated flow of events, and other conditions
08/16/15	Zachary Ubias	2.1	Created activity diagram

**Use-Case Name:** 8.1 Delete Event

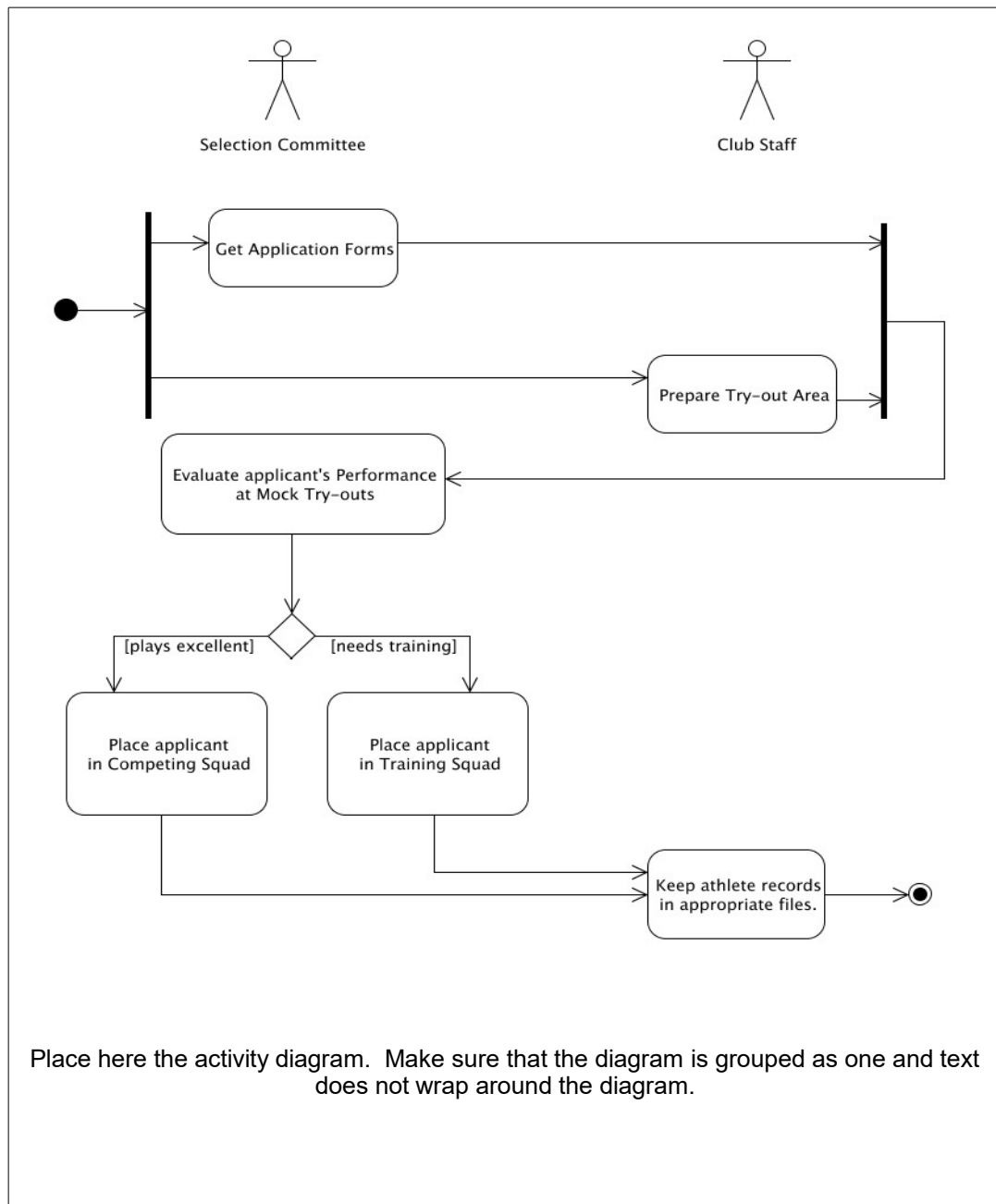
**Description:** Delete event is only applicable for publish events approved by the administrator. This use case model opt to delete the event on the application. Uploaded events which are not yet publish cannot be deleted by the event owner, instead, they can be canceled.

**Preconditions:** User must be logged-in and should be the owner of the event before modifying.

**Flow of Events:**

<b>Scenario Name</b>	<b>Description</b>
Scenario 1 (Basic Flow) Confirm action	1. When the event owner wants to delete a published event due to changes or incorrect informations. 2. The event owner clicks the Delete button. 3. The event owner chose to delete the published event, he confirms the action and succesfully deletes the event.
Scenario 2 Cancel action	1. When the event owner wants to delete a published event due to changes or incorrect informations. 2. The event owner clicks the Delete button. 3. Just in case the user only accidentally clicks delete button, and opt not to proceed to deletion, he can cancel the action.

### Activity Diagram of the Flow of Events:



*Postcondition:*        *Go back to previous state*

*Relationships:*        *NONE*

*Special Requirements:* *NONE*