

Scripture Annotation Android Application

Use Case: Annotate Scripture

Use Case ID: UC-101

Primary Actor: The application user

Supporting Actor: The annotation database

Description

After reading a verse in the application, the user selects the option to add an annotation. The application displays an annotation form where the user types their comments in. The application then sends the data from the annotation to the annotation database. The database stores the annotation. The application then exits the annotation form back to the verse which now indicates the presence of this new annotation.

Pre-Conditions

The user must already be logged in the application.

The user must be viewing a scripture verse.

The user must have the option to annotate a verse.

Post Conditions

Success end condition

The specific verse now shows indication of the new annotation.

The new annotation is the one that the user entered.

The new annotation is properly recorded in the annotation database.

Other users can now see the new annotation when they read that specific verse.

Failure end condition:

The specific verse doesn't show indication of the new annotation.

The annotation database failed to record annotation and remains unchanged.

Other users do not see the new annotation when they read that specific verse.

Trigger

The user touches the "add annotation" button. This opens the form and triggers this use case.

Normal Flow

1. User clicks/touches the "add annotation" button under a verse.
2. The application displays the "Add annotation" form.
3. The user selects an annotation category.
4. The user enters a comment in the annotation textbox.
5. The user clicks/touches the "Submit" button.
6. The application sends the form inputs to the annotation database.
7. The annotation database records the new entry and sends a success/failure response.
8. The application displays the response to the user.
9. The application closes the annotation form.