UML Use Case 03 – Editing Shapes

Use Case Number	03
Application	2D Graphics Engine
Use Case Name	Editing Shapes
Use Case Description	The actor can modify the properties of all the shapes being rendered in the render area if they have admin privileges. They can find their desired property in the shape listings and edit it by either a combo box or typing directly depending on the property.
Primary Actor	The user of the program with admin privileges
Precondition	• User has admin privileges • There is at least one shape being rendered
Trigger	When the actor either moves, double clicks, or looks for the shape they want to edit.
Basic Flow	1. Actor finds the shape they want to edit in the shape list. 2. Actor expands the shape to reveal its properties. 3. Actor inputs their changes into one or multiple of the properties listed. 4. If the actor is not an admin, no changes are made to the shape.
Alternate Flows	• The user can click the shape in the shape list to open its dropdown menu and edit the properties. • The user can double click a shape in the render area to open its dropdown menu in the shape list. • The user can drag the shape around to change the coordinate properties.