

## UML Use Case 02 – Creating Testimonial

<b>Use Case Number</b>	02
<b>Application</b>	2D Graphics Engine
<b>Use Case Name</b>	Creating Testimonial
<b>Use Case Description</b>	The actor enters their name and experience using the program in the boxes and selects submit. The testimonial is added and can be viewed in the testimonial list.
<b>Primary Actor</b>	The user of the program
<b>Precondition</b>	None, the actor can create a testimonial even if they are a guest.
<b>Trigger</b>	Actor selects the “Share Your Experience” button in the testimonial window.
<b>Basic Flow</b>	<ol style="list-style-type: none"><li>1. Actor selects the testimonial button by either the tab that says “Testimonials” or through the “Help” tab.</li><li>2. Actor selects the “Share Your Experience” button in the testimonial window.</li><li>3. Actor can enter their name in the name section.</li><li>4. Actor enters their testimonial into the “Your Experience” section.</li><li>5. Actor presses the submit button.</li></ol>
<b>Alternate Flows</b>	<ul style="list-style-type: none"><li>• The actor can navigate to the testimonial section through either the testimonial or help tab at the top of the program.</li><li>• If no testimonial is input into the “Your Experience” section when the user is creating one, their testimonial is not shown in the list.</li></ul>