UML Use Case 02 – Creating Testimonial

|  |  |
| --- | --- |
| **Use Case Number** | 02 |
| **Application** | 2D Graphics Engine |
| **Use Case Name** | Creating Testimonial |
| **Use Case Description** | 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. |
| **Primary Actor** | The user of the program |
| **Precondition** | None, the actor can create a testimonial even if they are a guest. |
| **Trigger** | Actor selects the “Share Your Experience” button in the testimonial window. |
| **Basic Flow** | 1. Actor selects the testimonial button by either the tab that says “Testimonials” or through the “Help” tab. 2. Actor selects the “Share Your Experience” button in the testimonial window. 3. Actor can enter their name in the name section. 4. Actor enters their testimonial into the “Your Experience” section. 5. Actor presses the submit button. |
| **Alternate Flows** | * The actor can navigate to the testimonial section through either the testimonial or help tab at the top of the program. * If no testimonial is input into the “Your Experience” section when the user is creating one, their testimonial is not shown in the list. |