

## Contain

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# 1. Timeline

## 1.1 Use-Case: Add Timeline

### 1. Brief Description

The Use-Case describes a User adding a new timeline to the Time-Manager.

### 2. Actor Brief Descriptions

2.1. User

### 3. Pre-conditions

N/A

### 4. Basic Flow of Events

1. The Use-Case begins when the User access the Time-Manager.
2. User clicks "Add Timeline".
3. User provides Start and End time of the timeline.
4. Validate Start and End time, in this case Start and End time is always correct.
5. Timeline is created and shows to the User.
6. End of Use-Case.

### 5. Alternative Flows

#### 5.1. Incorrect Start and End time

If in step 4 the information provided is incorrect.

1. User receives an error message.
2. Use-Case is resumed at step 3.

### 6. Post-conditions

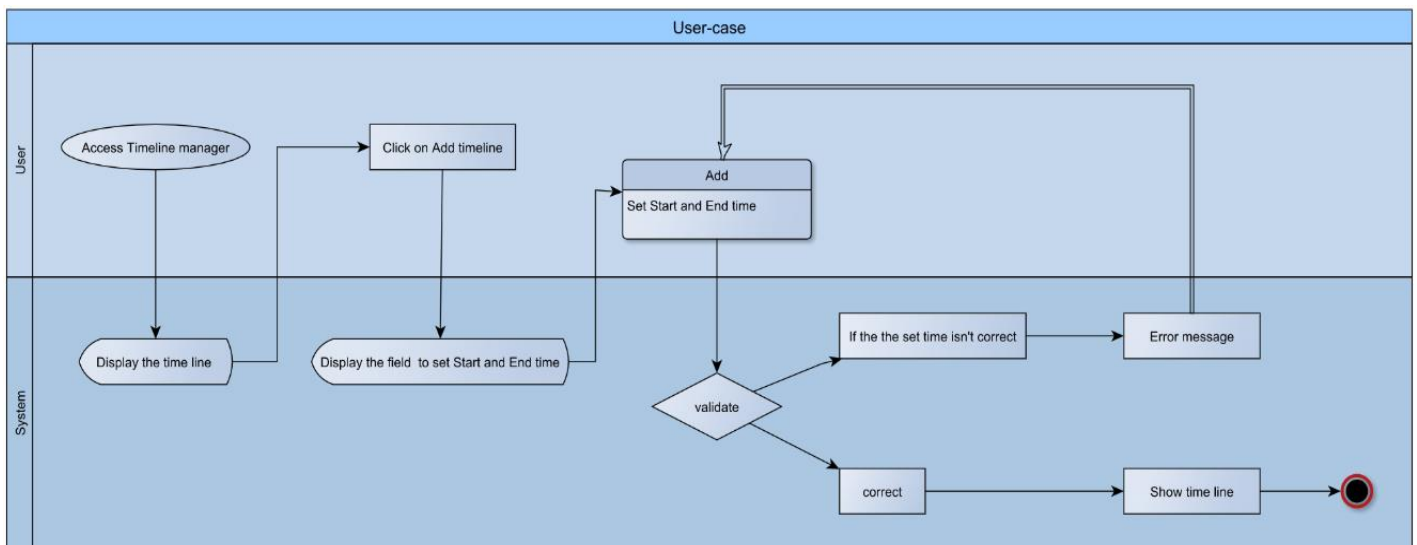
#### 6.1. **Successful Conditions**

User has successfully created a timeline.

### 7. Special Requirements

N/A

## 8. Add Timeline Activity diagram



### 1.2 Use-Case: Edit Timeline

#### 1. Brief Description

The Use-Case describes a User editing an already existing timeline at the Time-Manager.

#### 2. Actor Brief Descriptions

##### 2.1. User

#### 3. Pre-conditions

- access to an already created timeline

#### 4. Basic Flow of Events

1. The Use-Case begins when the User access the timeline to edit.
2. User clicks "Edit Timeline".
3. User provides new Start and End time of the timeline.
4. Validate Start and End time, in this case new Start and End time is always correct.
5. Timeline is edited and the new Start and End time shows to the User.
6. End of Use-Case.

#### 5. Alternative Flows

##### 5.1. Incorrect Start and End time

If in step 4 the information provided is incorrect.

1. User receives an error message.
2. Use-Case is resumed at step 3.

## 6. Post-conditions

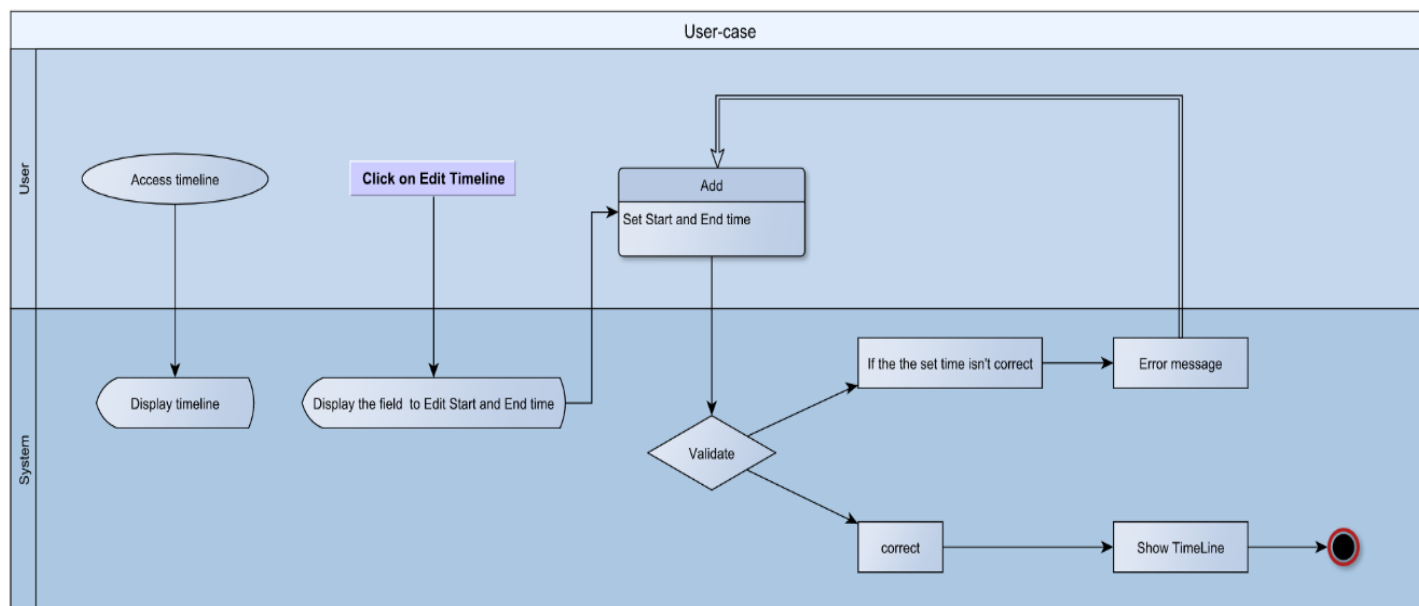
### 6.1. Successful Conditions

User has successfully changed the Start and End time of a timeline.

## 7. Special Requirements

N/A

## 8. Edit Timeline Activity diagram



## 1.2 Use-Case: Delete Timeline

### 1. Brief Description

The Use-Case describes a User removing a timeline from the Time-Manager.

### 2. Actor Brief Descriptions

2.1. User

### 3. Pre-conditions

3.1. Access to an already created timeline

### 4. Basic Flow of Events

1. The Use-Case begins when the User access the timeline to delete.
2. User clicks "Delete Timeline".
3. A popup window asking to confirm delete shows to the User.

4. In this case User always click “Ok”.
5. Timeline is deleted and the User is redirected to the start page.
6. End of Use-Case.

## 5. Alternative Flows

### 5.1. Cancel Delete

If in step 4 the User clicks “Cancel”.

1. The deletion of the timeline is canceled.
2. Use-Case is resumed at step 6.

## 6. Post-conditions

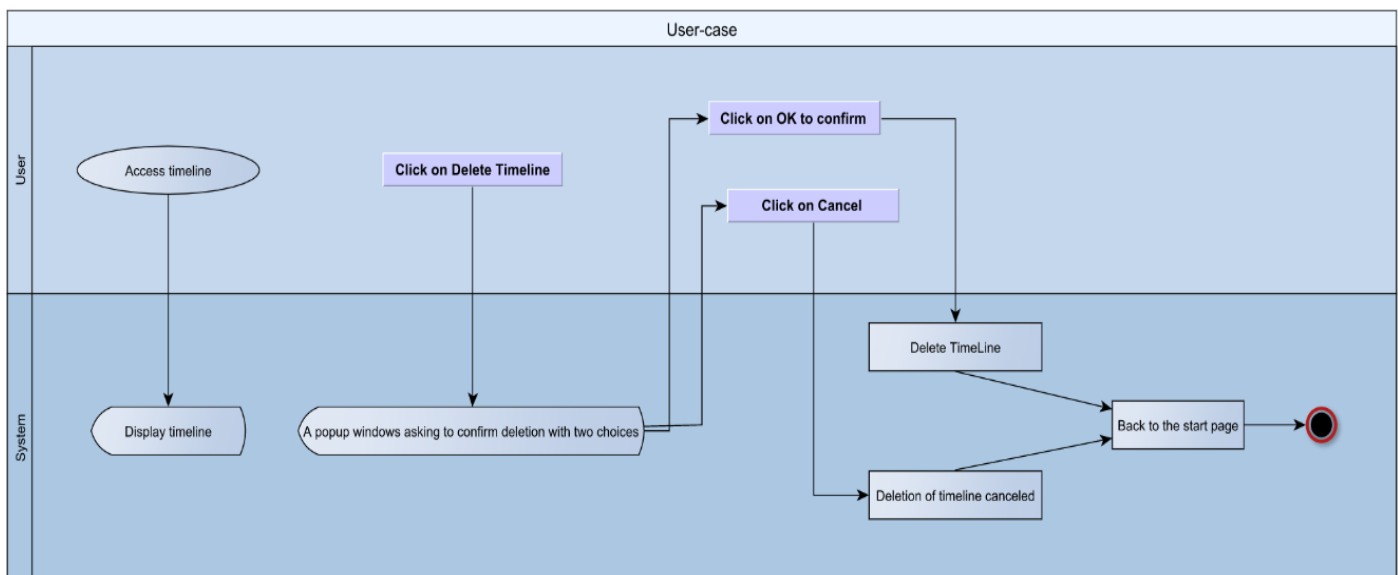
### 6.1. Successful Conditions

- User has successfully deleted a timeline.
- User has successfully aborted deletion of a timeline.

## 7. Special Requirements

N/A

## 8. Delete Timeline Activity diagram



## 2. Event

### 2.1 Case: Add Event

#### 1. Brief Description

The Use-Case describes a User adding a new event to the Time-Manager.

#### 2. Actor Brief Descriptions

2.1. User

#### 3. Pre-conditions

User chose the right timeline and/or created an empty timeline

#### 4. Basic Flow of Events

The Use-Case begins when the User accesses the Time-Manager.

1. User clicks "add Event".
2. User provides Start and End time of the Event.
3. Validate Start and End time, in this case Start and End time is always correct.
4. User provides further relevant information.
5. User provides a relevant photo.
6. New Event is created and shown to the User.
7. End of Use-Case.

#### 5. Alternative Flows

##### 5.1. Incorrect Start and End time

If in step 4 the information provided is incorrect.

1. User receives an error message.
2. Use-Case is resumed at step 4.

##### 5.2 Two Events collide

If in step 4 two events are colliding.

3. User receives an error message.
4. User chooses to disregard the error message.
5. User changes the date or time for the event.
6. Use-Case is resumed at step 5

#### 6. Post-conditions

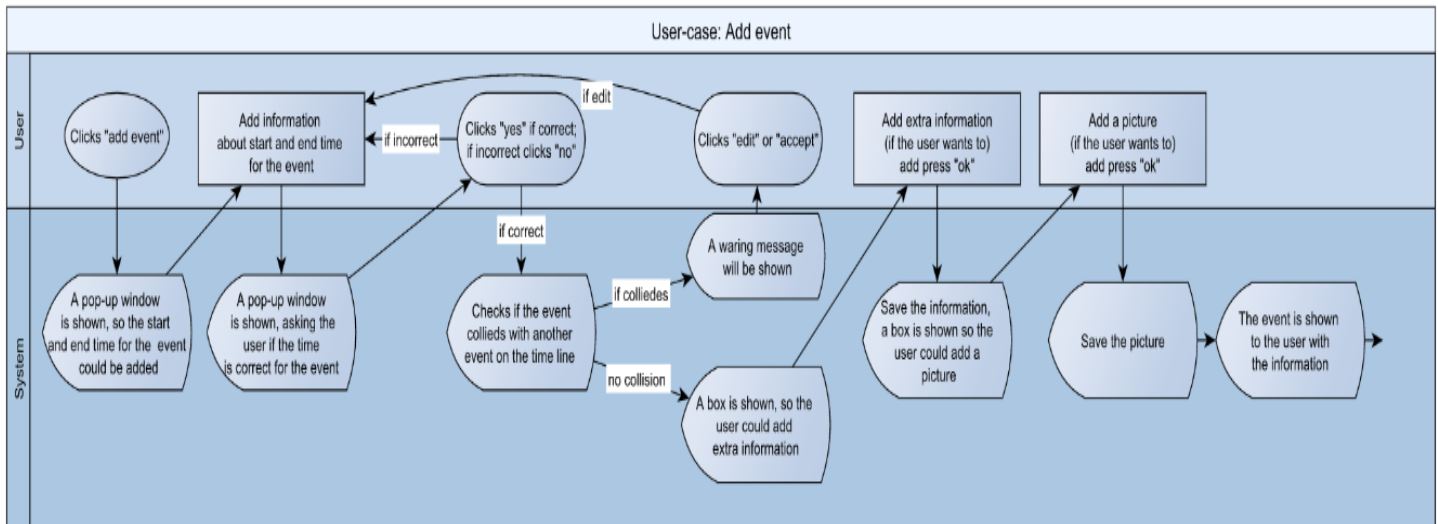
##### 6.1. Successful Conditions

User has now successfully created one or several new events, containing start and ending time and some relevant information specific for that event.

## 7. Special Requirements

N/A

## 8. Add event Activity diagram



### 2.2 Use-Case: Edit Event

#### 1. Brief Description

The Use-Case describes a User editing a previously added event to the Time-Manager.

#### 2. Actor Brief Descriptions

2.1. User

#### 3. Pre-conditions

User has created a new event, which should be edited now.

#### 4. Basic Flow of Events

The Use-Case begins when the User accesses the Time-Manager, chooses the right timeline and clicks the event which is preferred to be changed.

1. User clicks "Edit Event "
2. User provides new Start and End time of the Event.
3. Validate Start and End time, in this case new Start and End time is always correct.
4. The event is updated and the user sees the new start and ending time of the event.
5. User changes other information specific for that event.
6. The event is updated and the user sees the new board of "text" or information.
7. User provides a different picture.
8. The event is updated and the timeline displays the new picture.



## 9. End of Use-case

## 5. Alternative Flows

### 5.1. Incorrect start and ending time

If in step 3 the information provided is incorrect.

1. User receives an error message.
2. Use-Case is resumed at step 3.

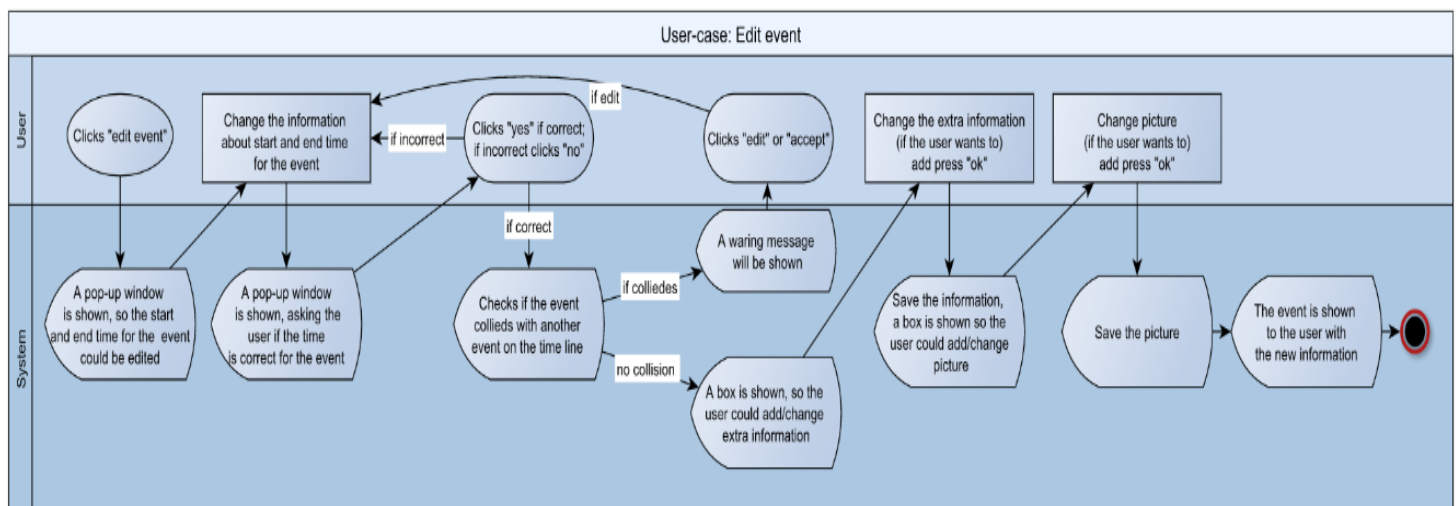
## 6. Post-conditions

- 6.1. User has successfully changed the Start and End time of an Event, and changed other information specific for that event.

## 7. Special Requirements

N/A

## 8. Edit event Activity diagram



## 2.3 Use-Case: Delete event

### 1. Brief Description

The Use-Case describes a User deleting a previously added event to the Timeline-Manager.

### 2. Actor Brief Descriptions

#### 2.1. User

### 3. Pre-conditions

The user has created one or several Events which should be deleted.

### 4. Basic Flow of Events

The Use-Case begins when the User accesses the Timeline-Manager, chooses the right timeline and clicks the event which is preferred to be deleted.

1. User clicks "Edit Event"
2. User clicks "Delete Event"
3. Pop-up message "Are you sure?".
4. User clicks "Delete" again.
5. The timeline is updated and the Event is deleted.
6. The Use-Case ends

### 5. Alternative Flows

#### 5.1. Incorrect Event

If the user clicks the wrong event and wishes to cancel the process.

1. User clicks "Delete Event"
2. Pop-up message "Are you sure?".
3. User clicks "Cancel".
4. User clicks the right Event.
5. The Use-Case resumes at step 1.

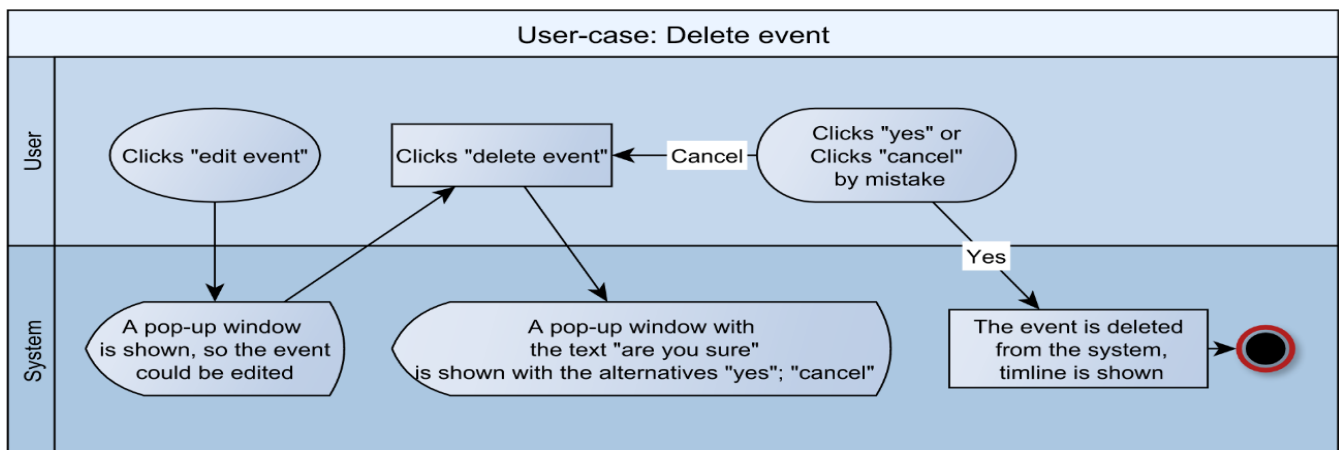
### 6. Post-conditions

- 1.1. User has successfully deleted the Event and updated the TimeLine manager.

### 7. Special Requirements

N/A

### 8. Delete event Activity diagram



### 3. Save and load

#### 3.1 Use-Case: Save timeline and events

##### 1. Brief Description

This Use-Case describes a User saving an existing timeline its and events to a text file.

##### 2. Actor Brief Descriptions

###### 2.1. User

##### 3. Pre-conditions

3.1. Timeline added to Timeline manager, containing none or some events

##### 4. Basic Flow of Events

1. The Use-Case begins when a User creates a new timeline.
2. When viewing created timeline, user clicks "Save" button.
3. User has an option to input a name of a file to save a timeline in or keep default name chosen by the application (the name of timeline converted into suitable file name).
4. User chooses directory in which the file should be saved.
5. The Use-Case ends when User confirms file save.

##### 5. Alternative Flows

###### 5.1. User didn't chose a directory to save the timeline file in

If in step 5 of the basic flow the User doesn't choose the directory to save the file in:

1. User receives an error message, stating that a directory must be chosen.
2. The Use-Case resumes at step 3.

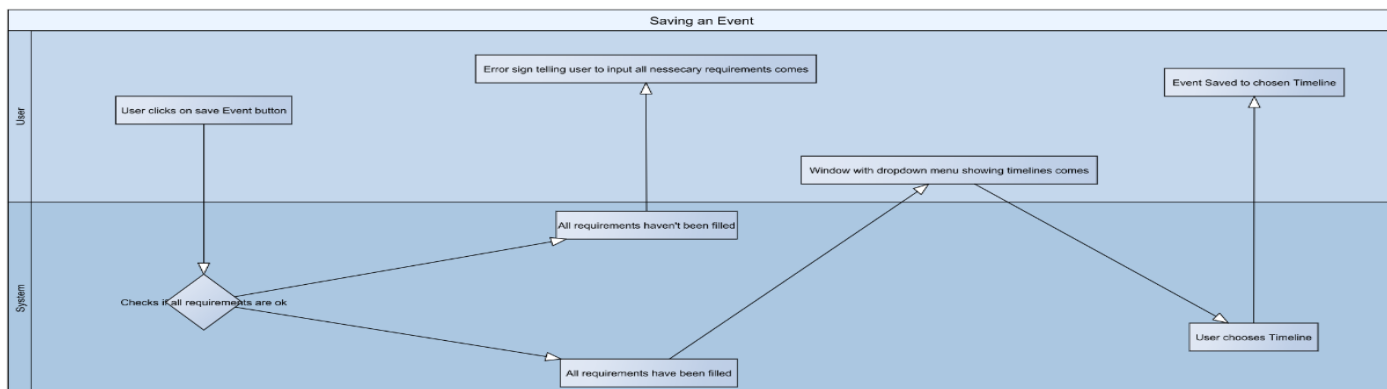
##### 6. Post-conditions

6.1. Successful condition - User has successfully created a save file containing information about a timeline and its events.

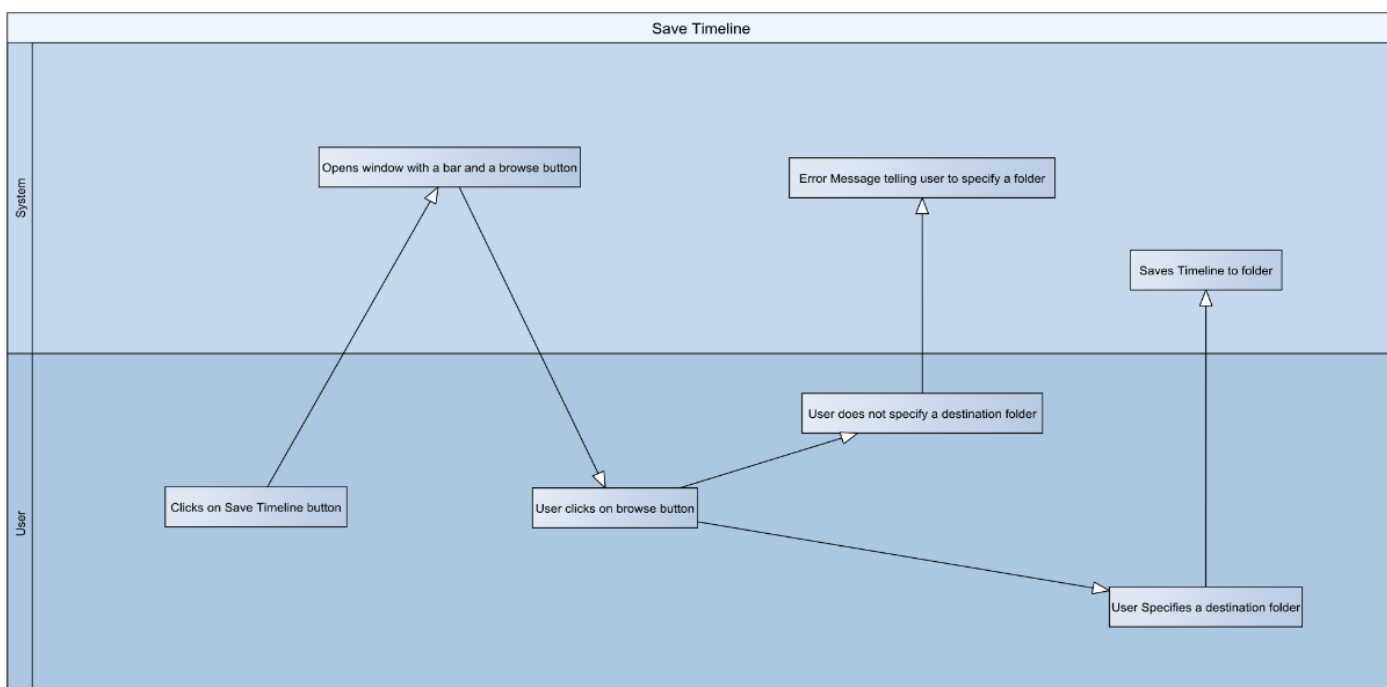
##### 7. Special Requirements

N/A

## 8. Save event Activity diagram



## 9. Save Timeline Activity diagram



### 3.2 Use-Case: Load timeline and events

#### 1. Brief Description

This Use-Case describes a User loading timeline and events from a file.

#### 2. Actor Brief Descriptions

2.1. User

#### 3. Pre-conditions

3.1. Access to file containing information about timeline.

## 4. Basic Flow of Events

1. The Use-Case begins when a User starts the application.
2. User clicks “Load Timeline” button.
3. User chooses which file should be used to load timeline.
4. It is checked if the file is valid for the application to load timeline from.
5. The Use-Case ends when User confirms file save.

## 5. Alternative Flows

### 5.1. User chose invalid file

If in step 3 of the basic flow the User doesn't choose valid save file:

1. User receives an error message, stating that the chosen file is wrong.
2. The Use-Case resumes at step 3.

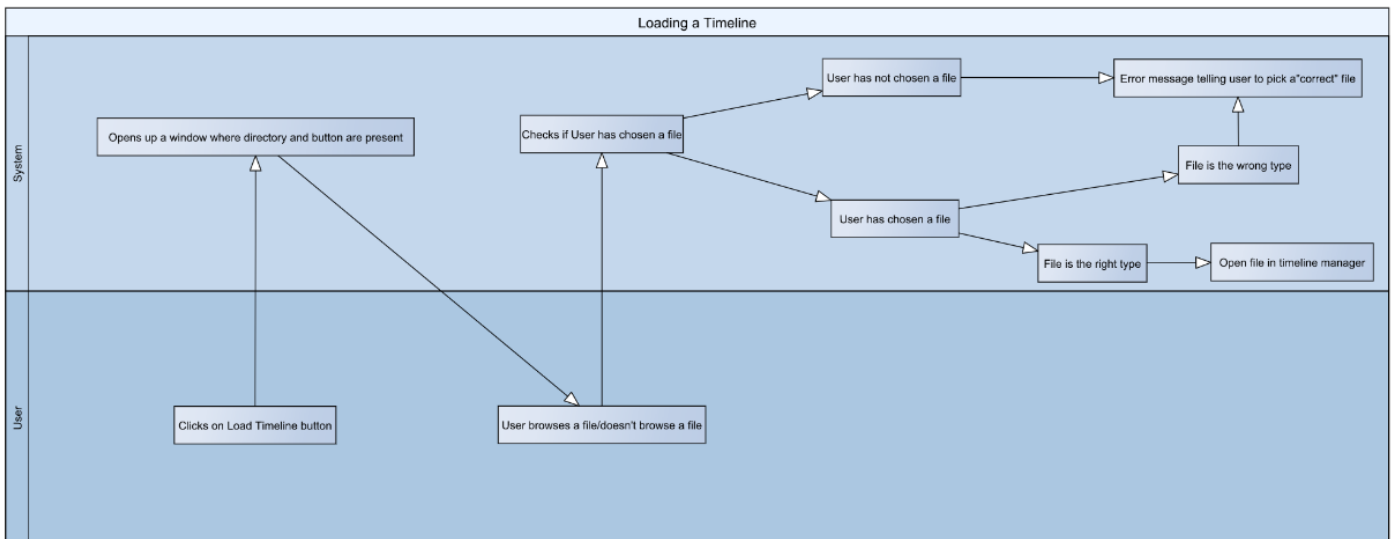
## 6. Post-conditions

- 6.1. Successful condition - User has successfully loaded previously saved timeline and its events.

## 7. Special Requirements

N/A

## 8. Loading Timeline Activity diagram



### 3.3 Use-Case: Load several timelines

#### 1. Brief Description

This Use-Case describes a User loading several timelines at once.

## 2. Actor Brief Descriptions

### 2.1. User

## 3. Pre-conditions

3.1. Access to files containing information about timelines.

3.2. Application running.

3.3. One timeline loaded already.

## 4. Basic Flow of Events

1. The Use-Case begins when a User starts the application.
2. User clicks "Load Timeline" button.
3. User chooses which file should be used to load timeline.
4. It is checked if the file is valid for the application to load timeline from.
5. User confirms file.
6. The Use-Case ends when recently added timeline appears in a dropdown list of currently open timelines.

## 5. Alternative Flows

### 5.1. User chose invalid file

If in step 3 of the basic flow the User doesn't choose valid save file:

1. User receives an error message, stating that the chosen file is wrong.
2. The Use-Case resumes at step 3.

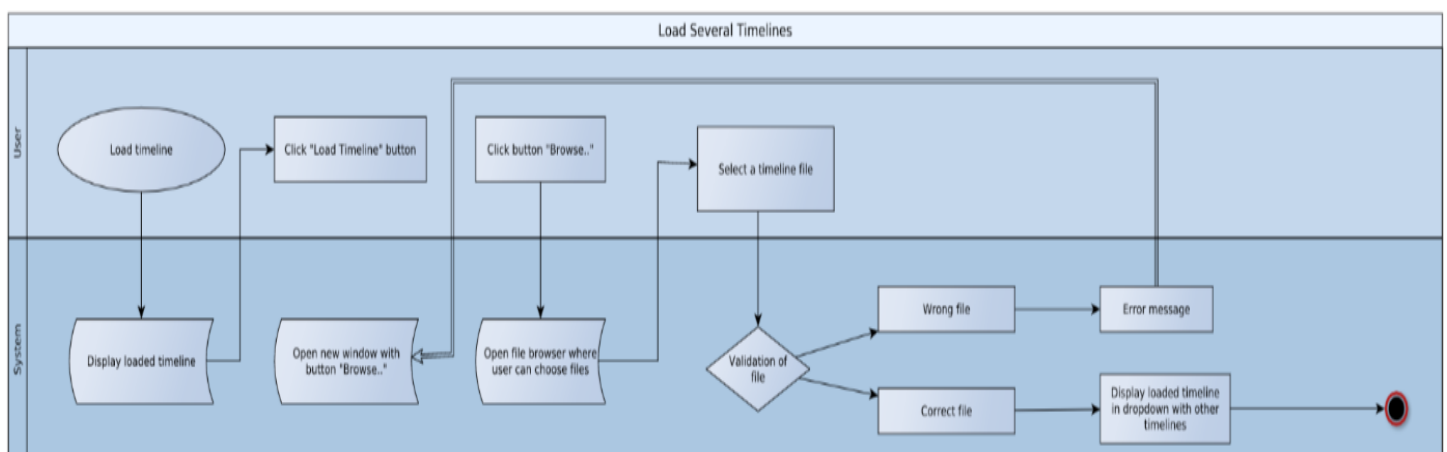
## 6. Post-conditions

6.1. Successful condition - User has successfully loaded previously saved timeline and its events.

## 7. Special Requirements

N/A

## 8. Load serval timeline Activity diagram



## 4. Other use cases

### 4.1 Use-Case: Open help window

#### 1. Brief Description

This Use-Case describes a User clicking on question mark button and getting information about how to use the application.

#### 2. Actor Brief Descriptions

2.1. User

#### 3. Pre-conditions

3.1. Timeline manager application running.

#### 4. Basic Flow of Events

1. The Use-Case begins when a User starts the application.
2. User clicks button with a question mark (?) on it.
3. The Use-Case ends when new window opens, explaining how to use application and what it is capable of doing.

#### 5. Alternative Flows

N/A

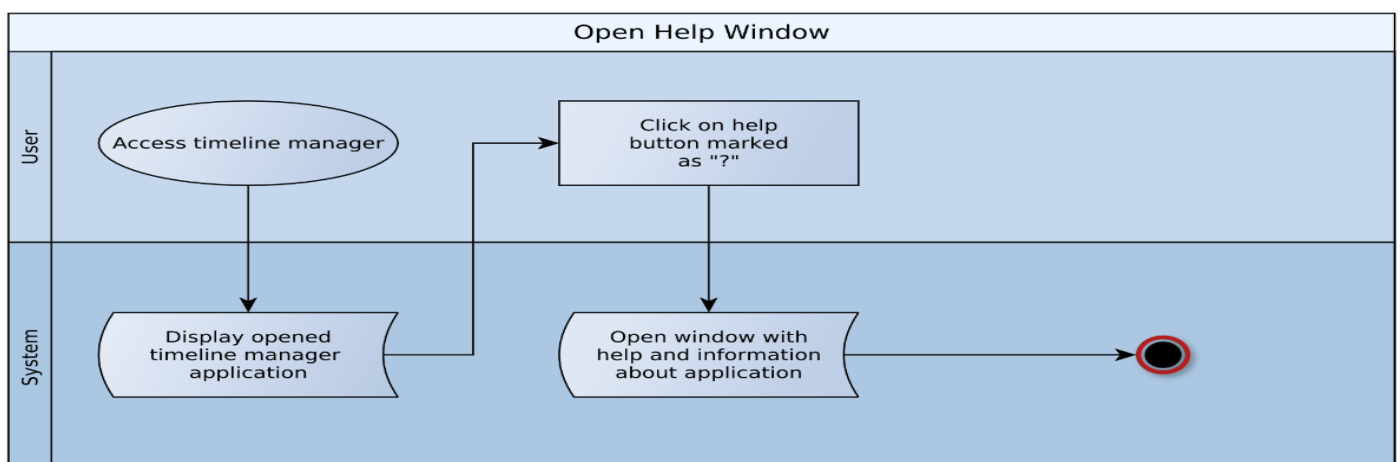
#### 6. Post-conditions

6.1. Successful condition - User has successfully opened help window.

#### 7. Special Requirements

N/A

#### 8. Open help window Activity diagram



## 4.2 Use-Case: Personalized Time-line

### 1. Brief Description

The Use-Case describes a User personalizing a previously added event on the Timeline, such as changing colors, size and font.

### 2. Actor Brief Descriptions

2.1. User

### 3. Pre-conditions

The User has created one or several Timelines and one or several Events which should be changed to the users liking.

### 4. Basic Flow of Events

The Use-Case begins when the User accesses the Timeline-Manager, chooses the right timeline and clicks the event which is preferred to be personalized.

1. User clicks the “ Edit Timeline” button.
2. User clicks the “ Change Font” button or the “ Change Color” button.
3. The Timeline Manager provides a sample of different fonts and the User can choose the preferred one.
4. The Use-Case ends when the Timeline is successfully updated in the right color and font.

### 5. Alternative Flows

#### 5.1 Change colors

if in step 2 of the basic flow the user choses to change the Color, then

1. User clicks the “Change Color” button.
2. The Timeline Manager provides a sample of different colors and the User can choose the preferred one.
3. The Use-Case resumes at step 4.

### 6. Post-conditions

6.1. Successful condition - User has successfully loaded a personalized Timeline.

### 7. Special Requirements

N/A



8. Personalize timeline Activity diagram

