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Timeline Manager

Use-Cases

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GROUP 7

Contain

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 "Plus Icon(Add Timeline)".
3. User provides name, Start and End time of the timeline.
4. User clicks on "Finish".
5. Validate Start and End time, in this case Start and End time is always correct.
6. Timeline is created and shows to the User.
7. End of Use-Case.

5. Alternative Flows

5.1.   Incorrect Start and End time

If in step 5 the information provided is incorrect.
1. User receives an error message.
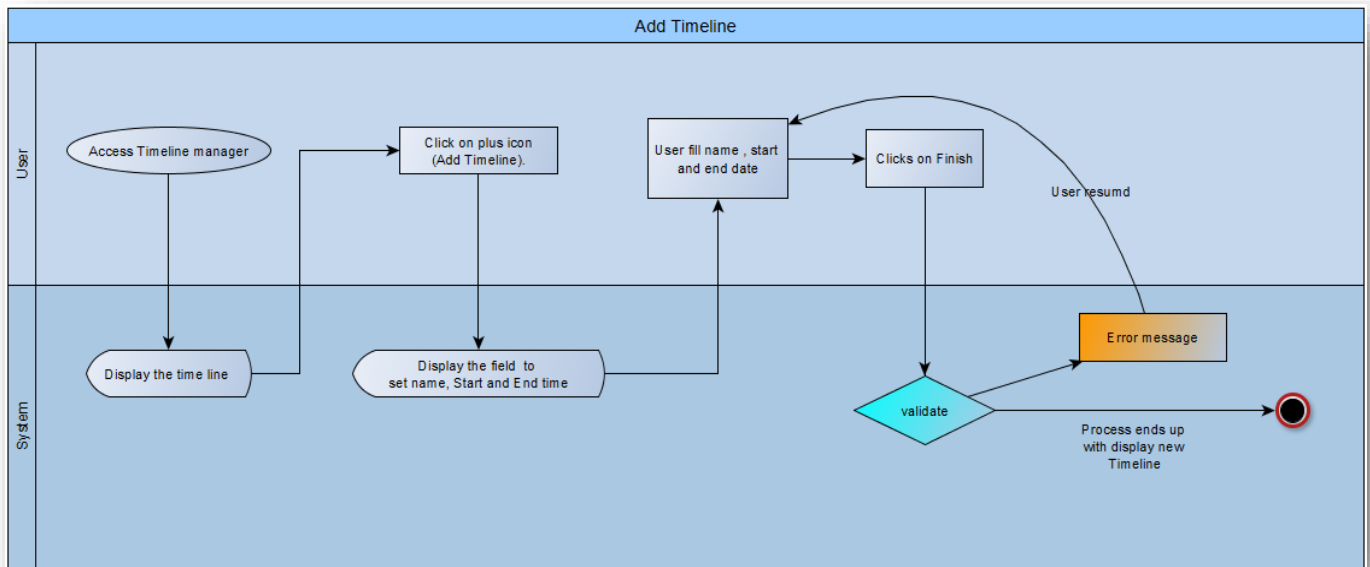2. Use-Case is resumed at step 3.

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: 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 with two buttons and a checkbox.
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 cancelled.
2. Use-Case is resumed at step 6.

If in step 4, the checkbox is ticked.
3. File containing timeline is deleted.
4. Timeline is deleted.
5. Use Case resumed at step 6.
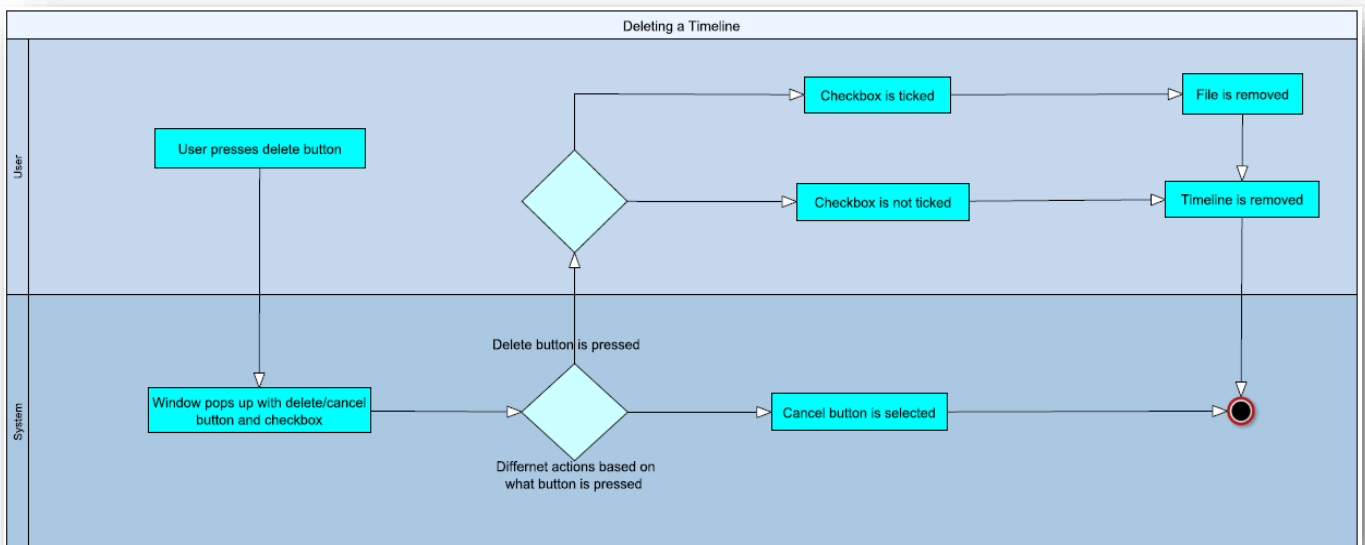
6. Post-conditions

6.1. Successful Conditions
- User has successfully deleted a timeline.
- User has successfully deleted a timeline along with its respective file.
- User has successfully aborted deletion of a timeline.

7. Special Requirements

N/A

8. Delete Timeline Activity diagram

2. Event

2.1 Use-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 "Button with Calendar icon (Add event)".
   2. System provides two types of event either with duration or without duration.
      a)   In case user creates event with duration. User should provide name, description, Start and End time of the Event.
      b)   In case user creates event without duration. User should provide name, description, start time of the Event.
   3. User clicks on "Finish" in this case.
   4. Validate name, description, Start and End time, in this case name, description, Start and End time is always correct.
   5. New Event is created and shown 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 2.

   5.2   Click on Cancel
   1.   User clicks "Add Event".
   2.   User click on "Cancel"
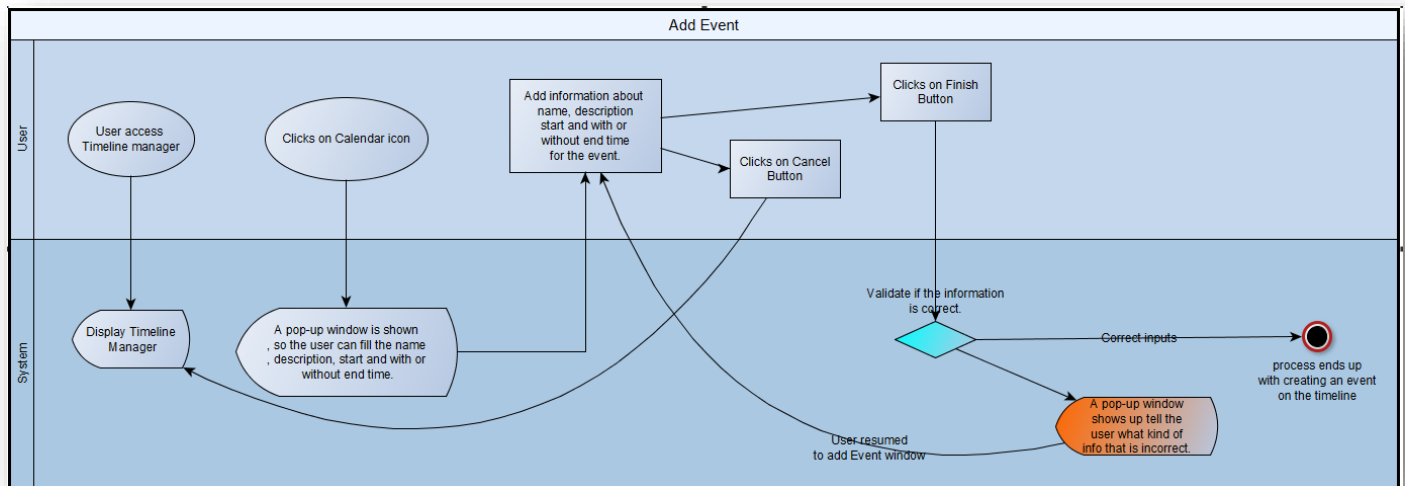   3.   User is resumed to timeline manager.

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.

1. User clicks on the circle that relevant to event which is preferred to be changed.
2. System opens event window.
3. User clicks "Edit Event "
4. System enable Fieldes to edit event.
5. User can provide name, description, new Start and with or without End time of the Event.
6. User clicks on Finish in this case.

7. Validate Start and End time, in this case new name, description, Start and End time is always correct.
8. The event is updated and the user sees the name, description, new start and ending time of the event.
9. The relevant event circle is updated on timeline.
10. End of Use-case

5. Alternative Flows

5.1. Incorrect start or ending time

If in step 7 the information provided is incorrect.
1. User receives an error message.
2. Use-Case is resumed at 5.

5.2. Clicks on cancel

5. User clicks on cancel.
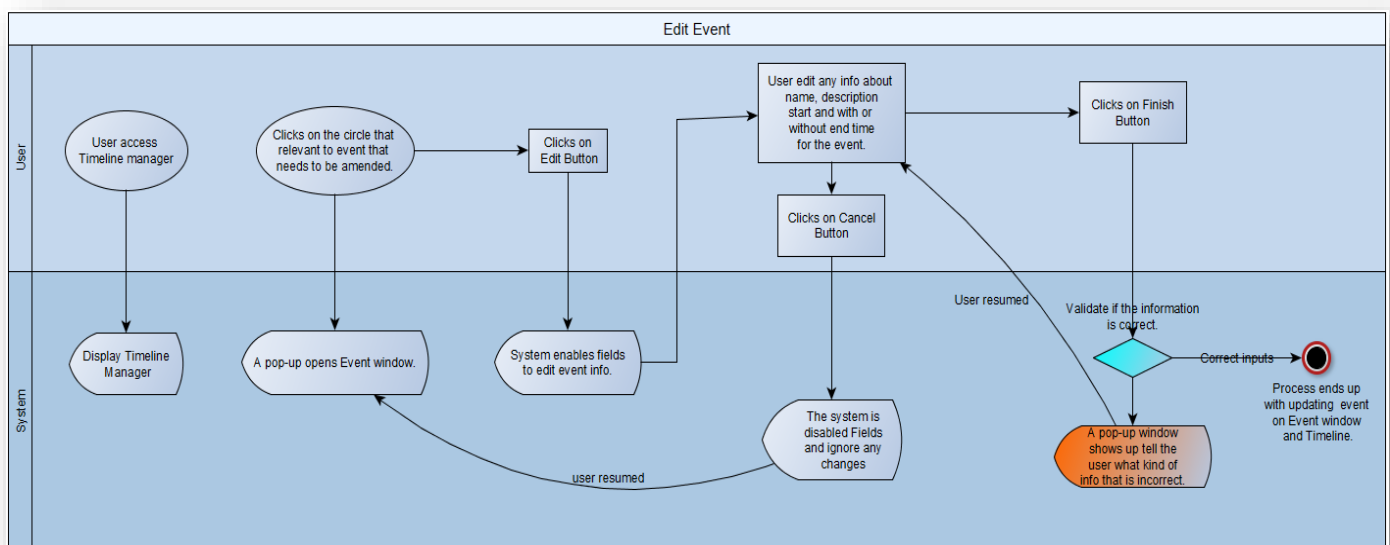6. System disables Fieldes.

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 evet 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.

1. User clicks on the circle that relevant to event that needs to be deleted.
2. System opens event window.
3. User clicks on "Delete Event".
4. Pop-up message "Are you sure?".
5. User clicks "ok".
6. System closes Event window.
7. The timeline is updated and the Event is deleted.
8. 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".
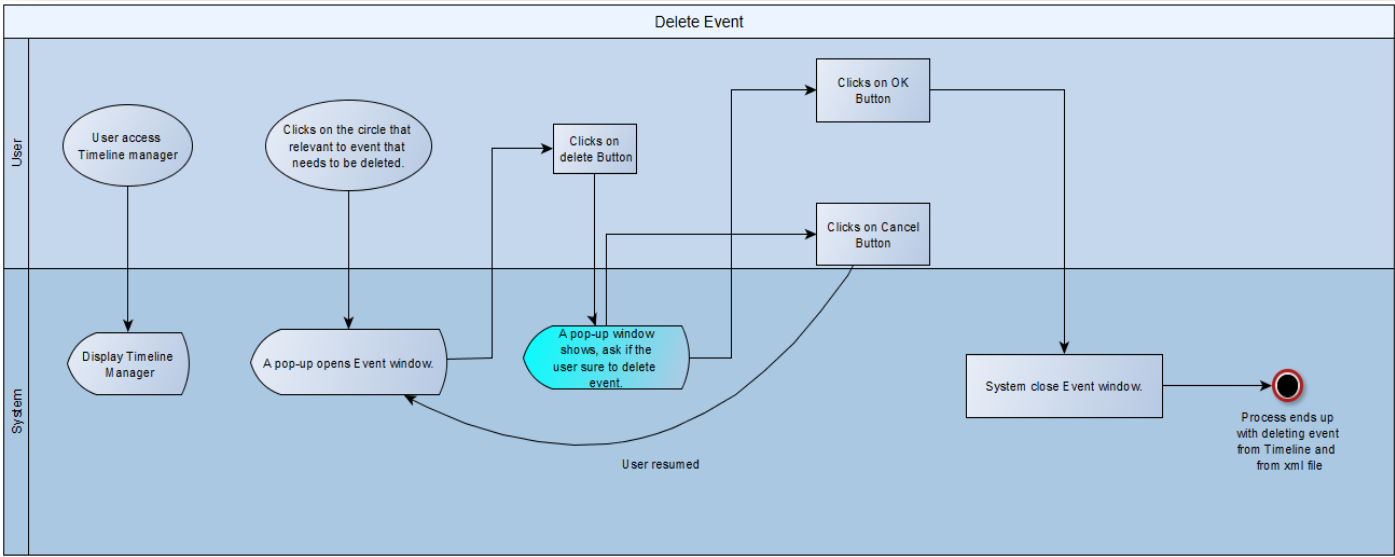4. The Use-Case resumes at step 2.

6. Post-conditions

1.1. User has successfully deleted the Event and updated the TimeLine manager.
1.2.

7. Special Requirements

N/A

8. Delete event Activity diagram

Delete Event

User
- User access Timeline manager
- Clicks on the circle that relevant to event that needs to be deleted.
- Clicks on delete Button
- Clicks on OK Button
- Clicks on Cancel Button

System
- Display Timeline Manager
- A pop-up opens Event window.
- A pop-up window shows, ask if the user sure to delete event.
- System close Event window.
- Process ends up with deleting event from Timeline and from xml file

User resumed

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 chooses directory in which the file should be saved.
4.   The Use-Case ends when User confirms file save.

5.   **Alternative Flows**

5.1.   Timeline is already saved once in the timeline

If in step 2 the timeline already has a file saved before:
1.   User gets pop-up message stating the timeline is successfully saved to the file path predefined by the user.
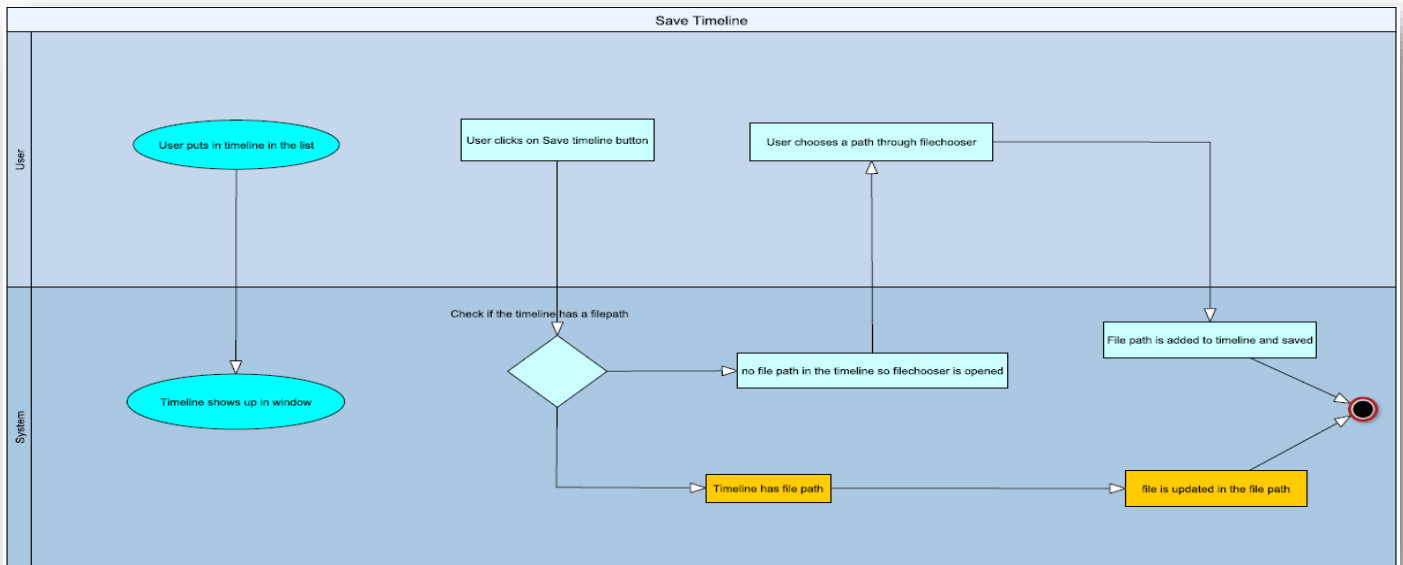2.   The Use-Case resumes at step 4.

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

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.
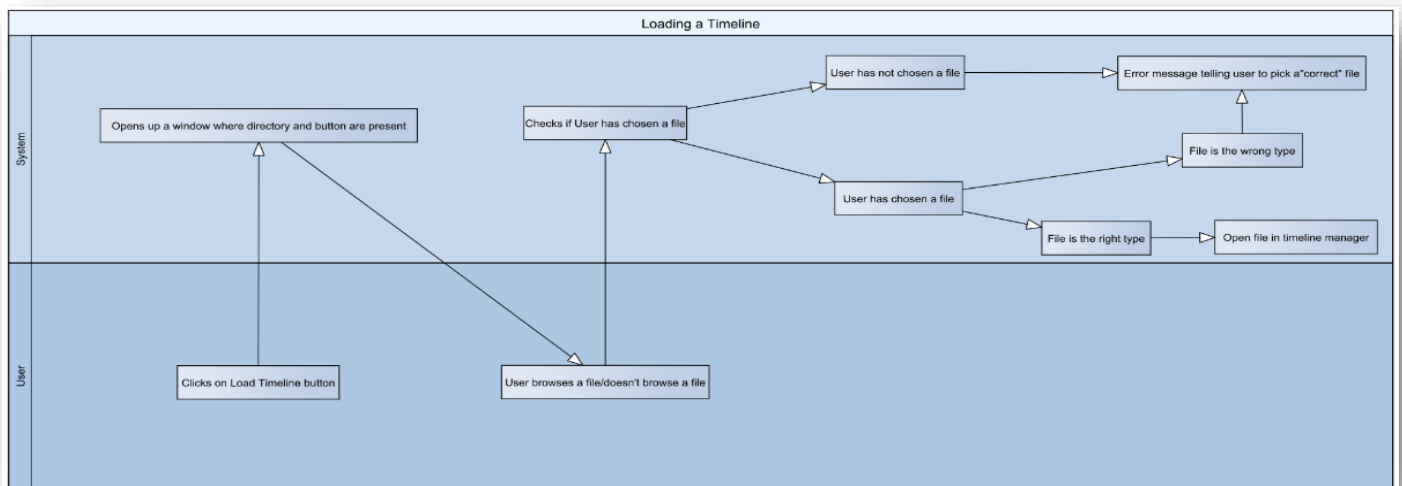   2. The Use-Case resumes at step 3.

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.
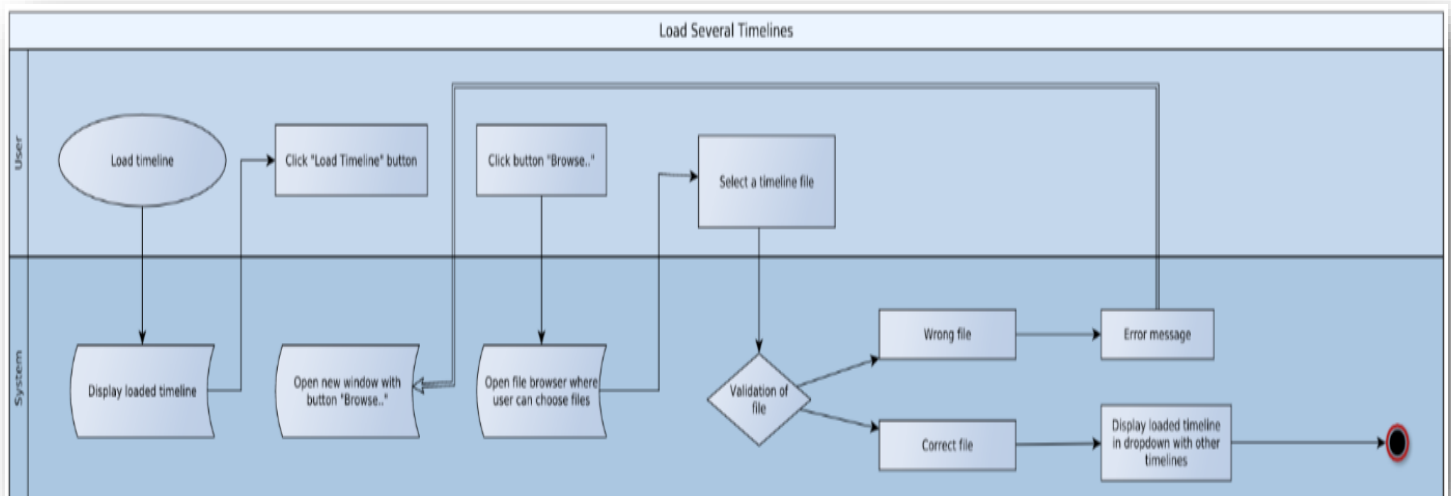2. The Use-Case resumes at step 3.

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.
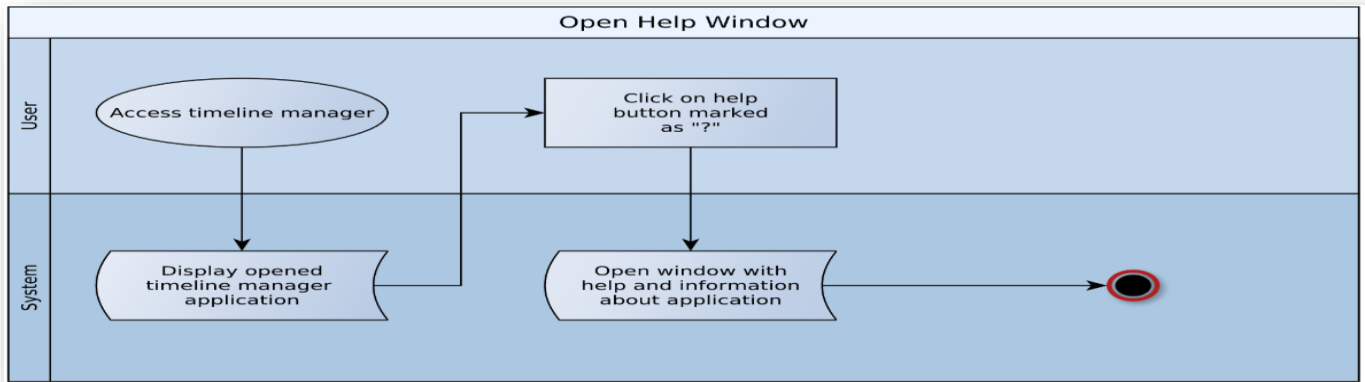
5. Alternative Flows

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: Timeline Zoom in-out

### 1.	Brief Description

This Use-Case describes a User zooming in the timeline to see months and days and finally zooming out to see years.

### 2.	Actor Brief Descriptions

2.1.	User

### 3.	Pre-conditions

3.1.	Application running.
3.2.	One timeline loaded already.

### 4.	Basic Flow of Events

1.	The Use-Case begins when a User starts the application.
2.	User "left" clicks on one of the years in order to display months in that particular year.
3.	User "left" clicks on one of the months in order to display the days in that particular month.
4.	User "right" clicks on any day to zoom out to months.
5.	User "right" clicks on any month to zoom out to years.

### 5.	Alternative Flows

5.1.	User "right" clicked in years

1.	Nothing happens.

5.2.	User "left" clicked in days

2.	Nothing happens.

### 6.	Post-conditions

6.1.	Successful condition - User has successfully zoomed in and out in a timeline.

7.   Special Requirements

N/A

8.   Zoom in-out activity diagram