

UML Use Case 01 - Admin Shape Change

Use Case Number	01
Application	2D Graphics Modeler
Use Case Name	Admin Shape Change
Use Case Description	The actor is able to move shapes and text. The changes should be visible and are saved. The actor also is able to delete shapes and the changes are saved.
Primary Actor	Administrator
Precondition	<ul style="list-style-type: none">• The actor enters the valid admin username and password
Trigger	Select shape ID and change the x and y coordinates. Select shape ID and click delete.
Basic Flow	<ol style="list-style-type: none">1. The actor selects a shape ID2. The actor changes the x and y coordinates3. The changes are saved4. The user deletes shape5. The deletion is saved
Alternate Flows	<ul style="list-style-type: none">• The user may do steps 2 and 4 out of order