

Use Case # 2 - Saving Graphics

Use Case Number	2
Application	2D Graphics Modler
Use Case Name	Saving Graphics
Use Case Description	Actor will choose to save a file of the graphics that were added to the canvas
Primary Actor	Admin
Precondition	Logged in as Admin and text file to be saved to
Trigger	User selects "Save" from File dropbox menu
Basic Flow	<ol style="list-style-type: none">1. Admin selects "Save" from File menu2. Shape Parser calls vector holding list of shapes rendered3. Shape Parser converts shapes to a text output4. Shapes are saved to external text file
Alternate Flows	If there is an error with the text file destination an error message will be given