

Event Use Cases

Add an Event

Description:

An event will be added by the user to the timeline. The Event should hold a few properties: Start time, End time, Description, Title, etc.

Preconditions:

1. An event object for this type of event exists.
2. An event can be added to a timeline.

Normal Sequence:

1. The user clicks a button to add a new event.
2. A new window will pop up, where the user will enter information for the event.
This information consists of: Title, description, start time, end time, etc.
3. Event will be added to timeline.

Postconditions:

The event is added to the timeline.

Exceptions:

The start time can not be bigger than the end time.

Delete an Event

Description:

An event already added to the timeline will be deleted by the user. When an event is deleted, it means that it is removed from the timeline.

Preconditions:

1. An event can be added to a timeline.
2. An event in the timeline can be selected and viewed.

Normal Sequence:

1. The user selects an event in the timeline and a window or box with the event information pops up.
2. In the window, there will be a button for deleting the event. When the button is pressed, the event will be deleted from the timeline.

Postconditions:

The event should be deleted from the timeline.

Exceptions:

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Edit an Event

Description:

The information of an event already added to the timeline will be edited. You will change the values for the different types of information of the event such as: start time, end time, description, title, etc.

Preconditions:

1. An event can be added to the timeline.
2. The information of the event can be accessed.

Normal Sequence:

1. The user selects an event in the timeline and a window or box with the event information pops up.
2. In the window, there will be a button for editing the event. When the button is pressed, the information will be editable.
3. When the user is done editing the information, a “save” button will be pressed and the new information will be saved.

Postconditions:

The edited information of the object should match the information that was entered.

Exceptions:

The start time can not be bigger than the end time.