**OOP Solutions Ltd.**

Use Case Descriptor

Use Case Name: View Emails

Project: Simply Handy

Associated Use Case Diagram: Use Case Diagram Simply Handy V1-1

Pre-amble

User must be logged in the system.

Trigger

User presses the view emails button

Actor(s)

Admin

Pre-condition

User must be logged in successfully into the system.

Post-condition

Emails list is displayed on screen.

Description

**Once the Admin is logged into the system, one of the options presented is the button to “VIEW EMAILS”, if the Admin presses that button the list of all emails from all the players in the system will be available on screen.**

Alternative(s):

**If the database is empty there wont be any emails to show.**