**Secure Store Use Case Document**

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| **Use Case ID / Link:** | 00001 | **Use Case Name:** | Create Project |
| **Description** | A new project will be created inside the system | | |
| **Primary Actor or Persona** | Any user | | |
| **Pre-Conditions** | Program is running and a user is logged in. | | |
| **Post-Conditions** | A new Project is created. | | |
| **Triggers** | User clicks on the create new project button. | | |
| **Main/Happy Path** | A user presses the button and is presented with the create new project screen.  At this screen the user enters the Project name, and Programming Language for the project.  Once the user has filled in the required information, they will hit the submit button.  The program creates the project based on the information and displays the new project page to the user. | | |
| **Alternative / Exception Flows** | The program will verify that no projects with the same name already exist. | | |
| **Use Case Frequency** | At beginning of implementation of this program: (1-2 per day)  During stable implementation: (1-2 a week) | | |
| **Non-functional Requirements** | A log will be created of the user creating the project. The log will contain the username and new project name. First revision will be created. | | |

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| **Use Case ID / Link:** | 00002 | **Use Case Name:** | Create User |
| **Description** | A new user will be created inside the system. | | |
| **Primary Actor or Persona** | Superuser(only) | | |
| **Pre-Conditions** | Program is running and a Superuser is logged in. | | |
| **Post-Conditions** | A new user is created. | | |
| **Triggers** | Superuser clicks the create a user button. | | |
| **Main/Happy Path** | Super user clicks the button to create a new user.  Super user enters the pertinent information into each field(username, password, department).  Once information is filled out Super user clicks the submit button.  The system then creates the user. | | |
| **Alternative / Exception Flows** | The program will verify that no users with the same name already exist. | | |
| **Use Case Frequency** | At beginning of implementation of this program: (3-4 per day)  During stable implementation: (1-2 a week) | | |
| **Non-functional Requirements** | A log will be created of the user creating a new user. The log will contain the user creating the new user and whether or not the user is a super user or not. Password will not be displayed on the log for security reasons. | | |

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| **Use Case ID / Link:** | 00003 | **Use Case Name:** | Add Code to a Project |
| **Description** | A user will add code to an existing project. | | |
| **Primary Actor or Persona** | Any User | | |
| **Pre-Conditions** | User is logged in, and the project exists | | |
| **Post-Conditions** | Code is added to the targeted project. | | |
| **Triggers** | User uploads the new project files | | |
| **Main/Happy Path** | User is inside the menu for the project this wish to edit.  User clicks the upload new code button.  User selects the new file to upload in the menu.  User clicks the upload button.  A progress bar is displayed until completion.  Revision number is increased.  Revision user is updated  Revision Date is updated. | | |
| **Alternative / Exception Flows** | Check that a user has permission to upload, if they do not an error is displayed. (a check should probably be placed before the user opens the project itself) | | |
| **Use Case Frequency** | Once or Twice a week | | |
| **Non-functional Requirements** | A log is created for the new code added. The log will consist of the user that made the change, the new revision number and the new revision date.  The second thing that is done, is a move in the database of the old file, so that users still have an old copy of the code in case rollback is required. | | |

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| **Use Case ID / Link:** | 00004 | **Use Case Name:** | User Login |
| **Description** | A user will login to the system | | |
| **Primary Actor or Persona** | Any User | | |
| **Pre-Conditions** | Program is running | | |
| **Post-Conditions** | A user is logged in. | | |
| **Triggers** | A user opens the program | | |
| **Main/Happy Path** | A user opens the program.  A user fills in their user name and password into the form that opens.  Once the boxes are filled the user hits submit | | |
| **Alternative / Exception Flows** | Checks for the username in the database if it does not exist displays and error.  If the password does not match the user record display and error. | | |
| **Use Case Frequency** | Each user per day, heavily used. | | |
| **Non-functional Requirements** | Log generated per user login. | | |

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| **Use Case ID / Link:** | 00005 | **Use Case Name:** | Delete My Project |
| **Description** | A user to delete a project they are the admin of. | | |
| **Primary Actor or Persona** | Any User | | |
| **Pre-Conditions** | A User is an admin over a project | | |
| **Post-Conditions** | The specific Project is deleted. | | |
| **Triggers** | Inside the project menu a user will click delete. | | |
| **Main/Happy Path** | A user opens the project menu.  A user hits the delete button.  An are you sure prompt will spawn to prevent accidental deletion | | |
| **Alternative / Exception Flows** | Checks that the user is an admin over the project, | | |
| **Use Case Frequency** | Rarely used. Used to clean up old projects.. | | |
| **Non-functional Requirements** | Log generated per deletion.. | | |

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| **Use Case ID / Link:** | 00006 | **Use Case Name:** | Delete Any Project |
| **Description** | A user to delete a project they are the admin of. | | |
| **Primary Actor or Persona** | Super Admin | | |
| **Pre-Conditions** | A super admin is logged in | | |
| **Post-Conditions** | The specific Project is deleted. | | |
| **Triggers** | Inside the project menu a user will click delete. | | |
| **Main/Happy Path** | A user opens the project menu.  A user hits the delete button.  An are you sure prompt will spawn to prevent accidental deletion | | |
| **Alternative / Exception Flows** | Checks that user is a super admin. | | |
| **Use Case Frequency** | Rarely used. Used to clean up old projects.. | | |
| **Non-functional Requirements** | Log generated per deletion.. | | |