

Fontys Hogescholen ICT

GTA Radio For Desktop

Written use cases

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Name	Select radio
Short summary	The actor will select one radio from the list.
Actor	User
Assumption	No assumption necessary.
Description	<ol style="list-style-type: none"> 1) Actor clicks the drop down under "Select radio" 2) Actor clicks the desired option from the list. 3) System will load the picture in the picturebox and set the selected name
Exception	[1] The selected station does not have an option for the internal name (this is included only in the debug version of the application. This could never occur in a release version) -> Load no radio and give actor a message
Result	Picture associated with the radio name is loaded in the picturebox and is internally selected.

Name	Play radio
Short summary	The actor will listen to a radio station seamlessly.
Actor	User
Assumption	<p>The actor has already selected a radio station (reference: use case Select Radio)</p> <p>The actor has already selected the directory where the files are located on the disk. (with "Browse" button or loading preferences from a file)</p>
Description	<ol style="list-style-type: none"> 1) Actor clicks the button to start a radio station. 2) System will initialize all the items to be played. 3) System will select and play the first item.
Exception	<p>[1] The radio folder does not contain valid files -> make start button available again and give actor a message</p> <p>[2] Settings are configured in a way the radio cannot play -> stop radio if already playing, make start button available again and give actor a message.</p>
Result	Radio is now playing. Start button is unavailable, pause button and skip button are available.

Name	Set preferences
Short summary	The actor will change the way the radio plays or set other preferences.
Actor	User
Assumption	No assumption necessary.
Description	<ol style="list-style-type: none"> 1) Actor clicks the button to display settings 2) Actor changes sliders for probability 3) System saves the state of the sliders in variables
Exception	[1] Radio is playing while preferences are set -> adjust preferences in real time
Result	Preferences are changed immediately

Name	Save preferences to file
Short summary	The actor will save all their preferences in a file which can be read by the program for later use.
Actor	User
Assumption	Under the assumption that the actor has changed their preferences from default, but this is not necessary.
Description	<ol style="list-style-type: none"> 1) Actor clicks the button to display settings 2) Actor clicks button to save to file 3) Actor selects a location on the disk 4) Actor clicks save in the file dialog 5) System will generate a text file that contains all savable data 6) System will save the generated file to disk
Exception	[1] Actor does not have enough space to save the file -> abort saving, give actor a message
Result	Preferences are saved to a text based file on the disk.

Name	Load saved preferences
Short summary	The actor will load a previously saved preferences file. (reference use case: Save preferences to file)
Actor	Returning user
Assumption	Actor has already previously saved their preferences. Actor could have generated the file on their own, but this is very unlikely.
Description	<ol style="list-style-type: none"> 1) Actor clicks the button to display settings 2) Actor clicks the button to load a preference file 3) Actor selects the correct file in the dialog 4) System will read the file for errors 5) System will set the variables to the read values in the file
Exception	<p>[1] Loaded file does not have the correct number of lines -> abort operation and give actor a message</p> <p>[2] Loaded file has incorrect values -> abort operation and give actor a message</p>
Result	All preferences are loaded immediately.

Name	Load default preferences
Short summary	The actor loads preferences that are saved in the program itself to create a good experience without the user having to tweak things.
Actor	New user
Assumption	Actor does not have a saved preferences file.
Description	<ol style="list-style-type: none"> 1) Actor loads the program 2) System will set all savable variables to a hard coded set default
Exception	This use case does not have exceptions.
Result	Default preferences are loaded immediately.