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| 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 | 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. |

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| Name | Play radio |
| Short summary | The actor will listen to a radio station seamlessly. |
| Actor | User |
| Assumption | The actor has already selected a radio station (reference: use case Select Radio)  The actor has already selected the directory where the files are located on the disk. (with “Browse” button or loading preferences from a file) |
| Description | 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 | [1] The radio folder does not contain valid files -> make start button available again and give actor a message  [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. |
| Result | Radio is now playing. Start button is unavailable, pause button and skip button are available. |

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| 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 | 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 |

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| 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 | 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 wil 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. |

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| 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 | 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 | [1] Loaded file does not have the correct number of lines -> abort operation and give actor a message  [2] Loaded file has incorrect values -> abort operation and give actor a message |
| Result | All preferences are loaded immediately. |

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| 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 | 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. |