# Apply activity

## Brief Description

This use case allows a student to apply for a competition. A student can apply to no more than three competitions. The application will be valid after the administrator accept it.

## Flow of Events

### Basic Flow

This use case starts when the student requests that he wants to sign up for a competition

1. The system checks to see if the students want to sign up for or quit a competition. If the students want to sign up for the competition, the system will go to the next step of the basic flow.
2. If the student chooses to make a new application, the system will check whether he has applied to no more than three applies. If that is true, the system will go to the next step of the basic flow.
3. The system will modify the database, which means record the student’s apply and add information to the competition.

This basic flow ends when the database is modified to add the student’s apply.

### Alternative Flows

#### The student tried to delete one apply

If, in the first step of the **Basic Flow**, the student tried to quit a competition, then the system directly delete his information about that apply in the database, then the case close.

#### The student has more than three applies

If the student has broken the constraint of no more than three competitions, then the system will throw out a warning to the student saying that no more than three competitions, then the case close.

## Special Requirements

None.

## Pre-Conditions

The student must be logged onto the system in order for this use case to begin.

## Post-Conditions

If the student has applied successfully or failed to meet constraint or deleted his apply, the case closed.

## Extension Points

None.