

Graphical Enigma Simulator

Use Case document

Introduction

This document shall outline the use case scenarios of the Graphical Enigma simulator.

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1 Encrypt

Actors

The following actors are involved in this use case: User

Brief Description

Allows the user to explore the encryption function.

Basic Flow of Events

The use case begins when the User loads up simulator and accesses the encrypt feature.

System:	Presents main menu.
User:	Selects Encrypt from the main menu.
System:	Proceeds to the encryption screen.
User:	Enters letter which they wish to encrypt into the text box labelled, plain text.
System:	Simulation takes place, showing the animations of letter being encrypted into cipher text.
User:	Enters another letter to encrypt. (A1) (A4)

Alternative Flows

A1 – Does not wish to enter anymore letters

This arises when the user does not want to enter anymore letters.

System:	Finishes the animation taking place.
User:	Selects a menu option to go back to the main menu. (A2).

A2 – User wishes to exit the simulator

This arises when the user wants to exit the simulator.

User:	Selects Exit from the menu option.
System:	Asks user for confirmation to exit.
User:	Confirms Yes. (A3).
System:	Simulator closes.

A3 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

User:	Selects No.
System:	Presents menu.

A4 – User enters more letters

This arises when the user enters more letters.

System:	Simulation takes place, showing the animations of letter being encrypted into cipher text.
User:	Enters another letter to encrypt. (A1) (A4)

2 Decrypt

Actors

The following actors are involved in this use case: User

Brief Description

Allows the user to explore the decryption function.

Basic Flow of Events

The use case begins when the User loads up simulator and accesses the decrypt feature.

System:	Presents main menu.
User:	Selects Decrypt from the main menu.
System:	Proceeds to the Decryption screen.
User:	Enters letter which they wish to decrypt into the text box labelled, ciphered text.
System:	Simulation takes place, showing the animations of letter being decrypted into plain text.
User:	Enters another letter to decrypt. (A1) (A4)

Alternative Flows

A1 – Does not wish to enter anymore letters

This arises when the user does not want to enter anymore letters.

System:	Finishes the animation taking place.
User:	Selects a menu option to go back to the main menu. (A2).

A2 – User wishes to exit the simulator

This arises when the user wants to exit the simulator.

User:	Selects Exit from the menu option.
System:	Asks user for confirmation to exit.
User:	Confirms Yes. (A3).
System:	Simulator closes.

A3 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

User:	Selects No.
System:	Presents menu.

A4 – User enters more letters

This arises when the user enters more letters.

System:	Simulation takes, showing the animations of the letter being decrypted into plain text.
System:	Enters another letter to decrypt. (A1) (A4)

3 Exit

Actors

The following actors are involved in this use case: User

Brief Description

Allows the user to exit the simulator.

Basic Flow of Events

The use case begins when the User loads up the simulator.

System:	Presents main menu.
Player:	Selects Exit from the main menu.
System:	Asks user for confirmation to exit.
Player:	Confirms Yes. (A1)
System:	Simulator closes.

Alternative Flows

A1 – Does not confirm to exit

This arises when the user is asked for confirmation to exit.

Player:	Selects No.
System:	Presents main menu.