

## Surprise Test - 1

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**Section/Group:** 809/A

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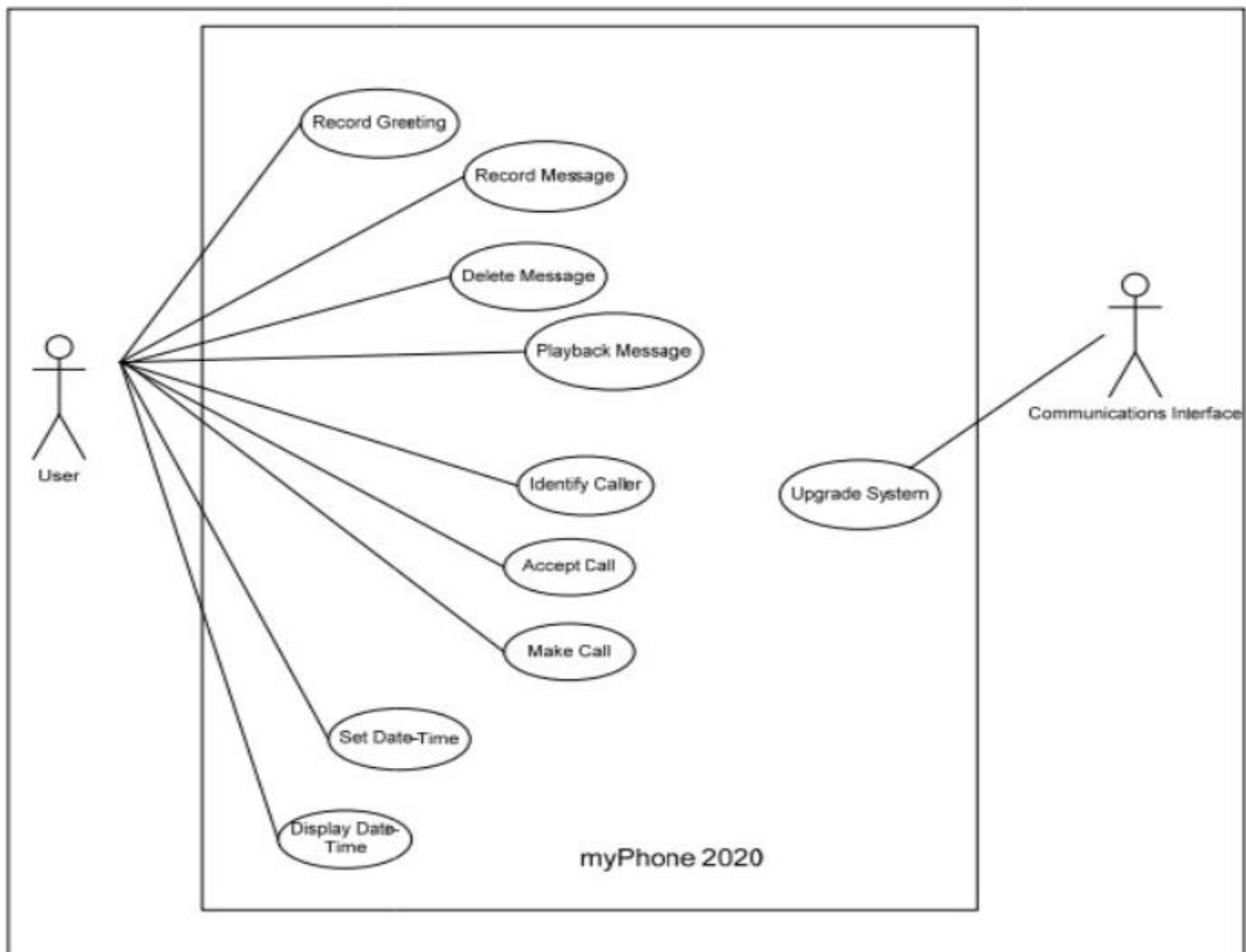
**Subject Name:** Software Engineering

**Subject Code:** 20CST-254

**Q2. Design a use case diagram for a mobile phone. Design suitable buttons and assume that a small display is available as part of the phone. Make assumptions about the tasks that users of the phone want to carry out.**

**Use Case of Mobile:**

Graphical Representation:



## Textual Description:

### Record Greeting

- The user can record a greeting that will be played when a call is received.
- Exceptions – out of memory, power off.

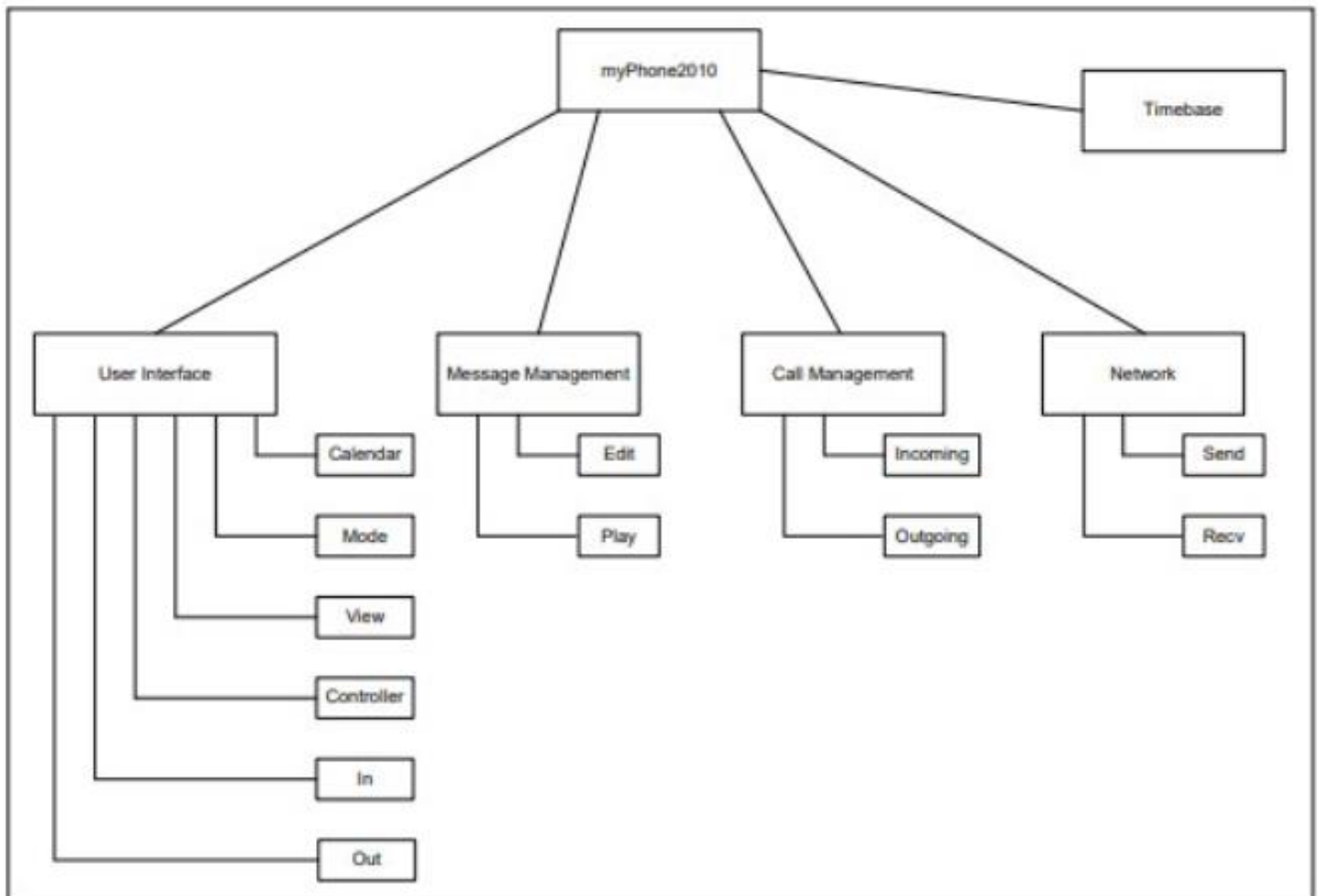
### Record Message

- An incoming call has been received, the outgoing greeting has been played, and the caller has begun speaking. The message will be tagged with the current time, the caller's identification, and stored in the message memory.

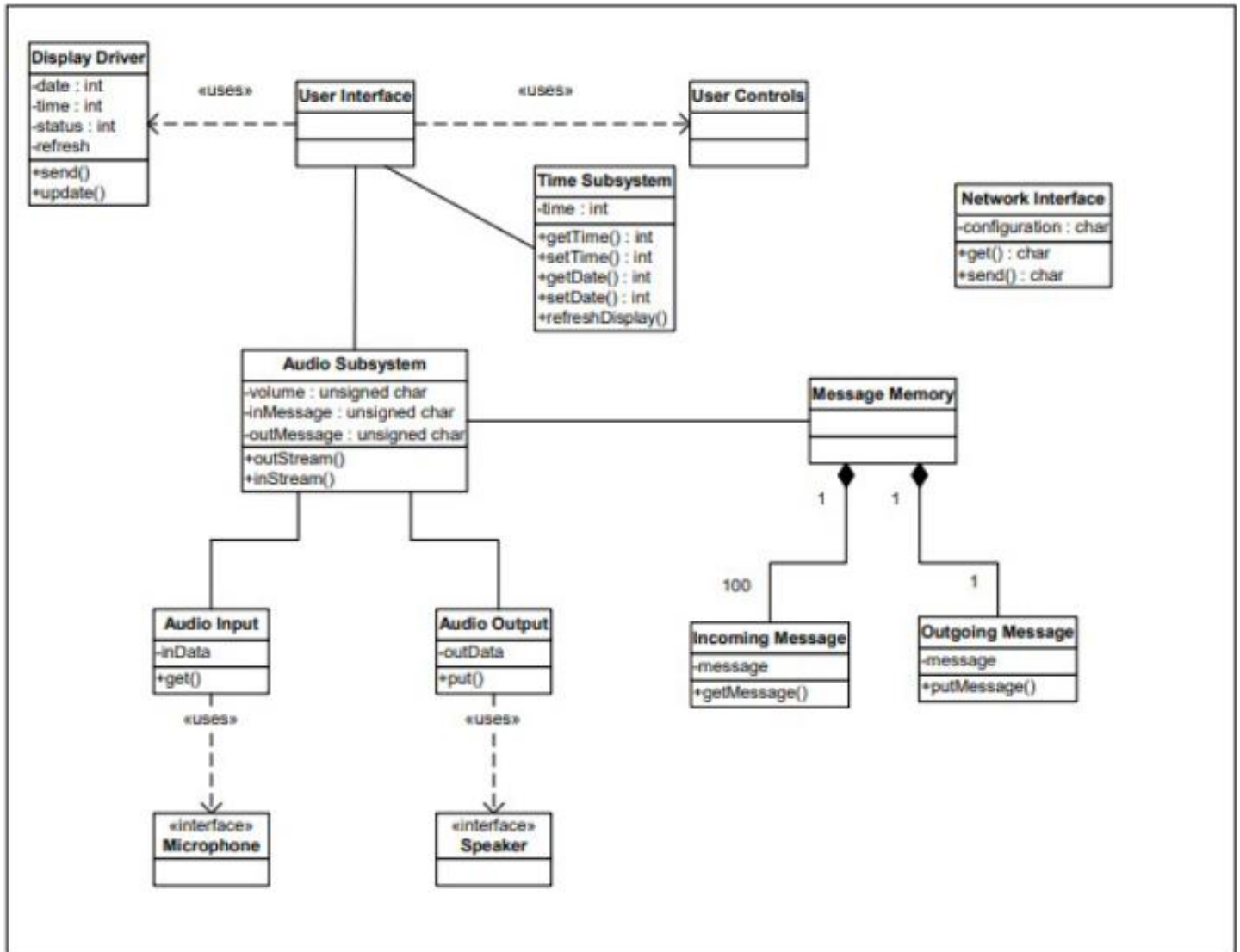
### Playback Message

- The user selects a recorded message, presses a play button. The message is played until the user selects stop or deletes the message.

## Functional Decomposition:



## Class Diagram:



**Evaluation Grid (To be created as per the SOP and Assessment guidelines by the faculty):**

Sr. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			
4			