# 2. Usecases

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| --- | --- |
| Name | Change water level |
| Description | Change water level from the water level on one side of the lock to the other so that the gates can open safely |
| Actor | Operator |
| Flow | 1. The actor pushes the “Start” button  2. The trafic light starts its green to red sequence  3. The gate that is currently open is closed  4. Valves are opened on the oposite side of the door that just closed to let the water level change  5. If the water level is equal the door opens |
| Exception | When the allarm is active the any gate is stopped from moving and all valves close |
| Result | Water level is changed to the new level and the gate is opened so that everyone can sail in / out |

|  |  |
| --- | --- |
| Name | Allow sailing in |
| Description | Allow sailing into the lock |
| Actor | Operator |
| Flow | 1. The actor presses the “Allow sailing in” button  2. The trafic light on the outside of the gate is turned from red to green |
| Exception | 1. if the lock is full the trafic light starts its to red procedure |
| Result | The sailors are signaled to sail into the lock until it is full or a transition is activated |

|  |  |
| --- | --- |
| Name | Allow sailing out |
| Description | Allow sailing out of the lock |
| Actor | Operator |
| Flow | 1. The actor pressses the “Allow sailing out” button  2. The trafic light on the inside of the gate is turned from red to green  3. Once the lock is empty |
| Exception |  |
| Result |  |

# 1. Usecase diagram

