Use Case Number	1	2	3
Application	2D Shape Modeler	2D Shape Modeler	2D Shape Modeler
Use Case Name	Making a Shape	Deleting a Shape	Modifying/Moving a Shape
Use Case Desciption	The initiating actor is able to create a shape with custom properties. The program takes in those parameters when creating the shape, adds it to the vector and displays the proper image.	The initiating actor is able to delete an existing shape. The program finds the shape selected in the vector and calls the delete operator to remove it. The canvas is then updated to remove the selected shape from view.	The initiating actor is able to modify the current properties of an existing shape. This modification can also be a change in the shape coordinates thus causing a move of the location of the shape in the canvas. The shape's properties are updated with the new information and the canvas is updated showing the changes.
Primary Actor	User	User	Admin
Precondition	None	Shape must be present in the canvas area	Shape must be present in the canvas area
Trigger	User clicking the button to create a shape	User clicking the button to delete a shape	Admin logging into the system and attempting to change the properties
Basic Flow	Calls the shape constructor to create the appropriate shape, then updates the application to display the shape properly	Deletes the object in the vector and updates the application to show the proper vector	
Alternate Flows	The canvas cannot process any more shapes.	If there are no shapes currently listed in the canvas area.	If there are no shapes currently listed in the canvas area