| **Use Case ID** | UC 9 |
| --- | --- |
| **Use Case Name** | User shuffles the current queue of songs |
| **Author Name** | Shane Arwood |
| **Primary Actor** | Subscriber |
| **Actor’s Goal** | The user wants to have the songs in their queue play in a random order. |
| **Business Value** | IMPORTANT |

## Description

The use case details the event that the user chooses to shuffle their queue. The system processes the request differently depending on whether the shuffle icon was chosen from the media player or an album/playlist, and whether the queue is empty or not.

## Main Success Scenario

| **Step** | **Actor Action** | **System Response** |
| --- | --- | --- |
| **1** | The user clicks the shuffle icon on the media player. | The system confirms that the queue has more than one song in it. |
| **2** |  | The system opens the queue to display to the user. |
| **3** |  | The system shuffles the songs in the queue and updates their positions to be displayed to the user. |
| **4** |  | The system plays the songs in the shuffled order. |

## Alternative Failure Scenario 1: User clicked the shuffle icon on the media player but the queue is empty.

**Trigger Condition**: The user clicks the shuffle queue icon when the queue is empty (there are no songs to shuffle).

| **Step** | **Actor Action** | **System Response** |
| --- | --- | --- |
| **1** | The user clicks the shuffle icon on the media player. | The system checks the number of songs in the queue and confirms that it is empty. |
| **2** |  | The system opens the queue to display to the user. |
| **3** |  | The system opens a dialogue box to display the error message, “Queue is empty”. |
| **4** | The user clicks the “x” on the dialogue box or clicks outside of the dialogue box. | The system closes the error message. |

## Alternative Success Scenario 2: User shuffles from a specific album/playlist to add to the queue and the queue is not empty.

**Trigger Condition**: Rather than clicking the default shuffle icon in the media player, the user clicks the shuffle icon in an album/playlist.

| **Step** | **Actor Action** | **System Response** |
| --- | --- | --- |
| **1** | The user clicks the shuffle icon on the page of a specific album/playlist. | The system opens a dialogue box to display the confirmation message, “Add album/playlist to queue?” |
| **2** | The user selects “Yes” or “No” | The system inserts the songs in the album/playlist in a random order to the queue, shuffling them with previous songs in the queue if the user said yes, or does not do anything if the user said no. |

## Alternative Success Scenario 3: User shuffles from a specific album/playlist to add to the queue and the queue is empty.

**Trigger Condition**: The queue is empty when the user pressed shuffle from an album/playlist.

| **Step** | **Actor Action** | **System Response** |
| --- | --- | --- |
| **1** | The user clicks the shuffle icon on the album/playlist page. | The system checks the number of songs in the queue and confirms that it is empty. |
| **2** |  | The system opens the queue to display to the user. |
| **3** |  | The system opens a dialogue box to display the message, “Queue is empty, shuffling and adding album/playlist to the queue.” |
| **4** |  | The system adds the album/playlist to the queue in a shuffled order. |

| **Secondary Actors** | N/A |
| --- | --- |
| **Trigger Event** | The user clicks the shuffle icon |
| **Precondition** | N/A |
| **Frequency of Execution** | Regularly (a couple of times per day) |
| **Success Criteria (optional)** | The system should have updated the queue according to the user’s wishes and play the songs in the correct order. |
| **Development Cost** | AVERAGE |

## Discussion

N/A

## Issues / Risks

N/A

## Non-Functional Requirements

The shuffling process should take no more than 10 seconds.

## UML Activity Diagram

