# Use – cases by Bilger Yahov and Tao

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**Create an element:**

Goal level: Sea level

Pre: No

Actor: User

Main Success Scenario:

1. User selects and element from the toolbox and places it on the grid.

2. System depicts the element on the desired position on the grid.

Extensions:

1.a The newly created element overlaps an old one.

1.a.1 User chooses another place on the grid.

**Remove an element:**

Goal level: Sea level

Pre: There is at least one element on the work space (grid)

Actor: User

Main Success Scenario:

1. User selects an already drawn element from the grid, right clicks and clicks delete.

2. System shows a message that all the connected lines will be deleted automatically.

3. User clicks “OK”.

4. System deletes the selected element together with the adjacent lines.

Extensions:

3.a User clicks “Deny”.

3.a.1 System aborts the operation.

**Add pipeline:**

Goal level: Sea level

Pre: There is at least two elements on the work space (grid)

Actor: User

Main Success Scenario:

1. User clicks to pipeline icon from the toolbox.

2. System selects pipeline element.

3. User selects two already drawn elements from the workspace (grid).

4. System depicts the pipeline between the two elements.

Extensions:

3.a System shows a message that it is not possible to add (more) pipelines between these two elements.

3.a.1 System aborts the operation.

**Remove pipeline:**

Goal level: Sea level

Pre: There is at least two elements on the work space which are connected with a pipeline (grid)

Actor: User

Main Success Scenario:

1. User selects an already drawn pipeline from the grid, right clicks and clicks delete.

2. System shows a message asking if the user is sure about the action.

3. User clicks “Yes”.

4. System deletes the selected pipeline.

Extensions:

3.a User clicks “Deny”.

3.a.1 System aborts the operation.