1. Goal: to place a gate on a gird.

Actor: user

Pre: User open the APP

MSS:

1. User pick a gate
2. User click on the gird
3. System place the gate on the gird

Ext: user place gate overlapping each other, system show message box “error!”

Post: system display the gate that user placed on the gird

1. Goal: to place connections between gates.

Actor: User

Pre: there are some gates on the gird already

MSS:

1. User choice line button
2. User click once on one gate
3. User click on another gate
4. System make the connection between them

Ext:

Post: system display the connection between gates

1. Goal: to remove gate. (all connections connected to this gate removed too)

Actor: User

Pre: there are some gates on the gird and some connections between gates

MSS:

1. User choice one gate
2. User click remove button to remove this gate
3. System remove this gate
4. System remove the connections connected to this gate

Ext:

Post: system display without this gate also the connections rely on this gate

1. Goal: to remove connections.

Actor: User

Pre: there are some gates on the gird and some connections between gates

MSS:

1. User choice one connection
2. User click remove button to remove this connection
3. System remove this connection

Ext:

Post: system display without this connections