

Voicemail System

Jacob Fisher Use Case Description

1. A person dials someones number and the person they are calling does not answer the phone, so they leave a message. The person they called can later retrieve the message and choose to either keep or delete it. And if the person wants to they can return the call.

Triggers

- Someone calls someone's number and leaves a message
- When a message is reviewed the person has the option to call back

Actors

- A person who calls someone else
- A person who can call that person back
- The voicemail system
- The mailbox
- The messageQueue

Preconditions

- 2 people are available
- A mail system is available
- messageQueue is not full

Goal

- One person calls someones number and leaves a voicemail and then hangs up the call, when someone recieves a message they can listen to it and has the option to replay the message, save or delete the message, and has the ability to call back the person who called them

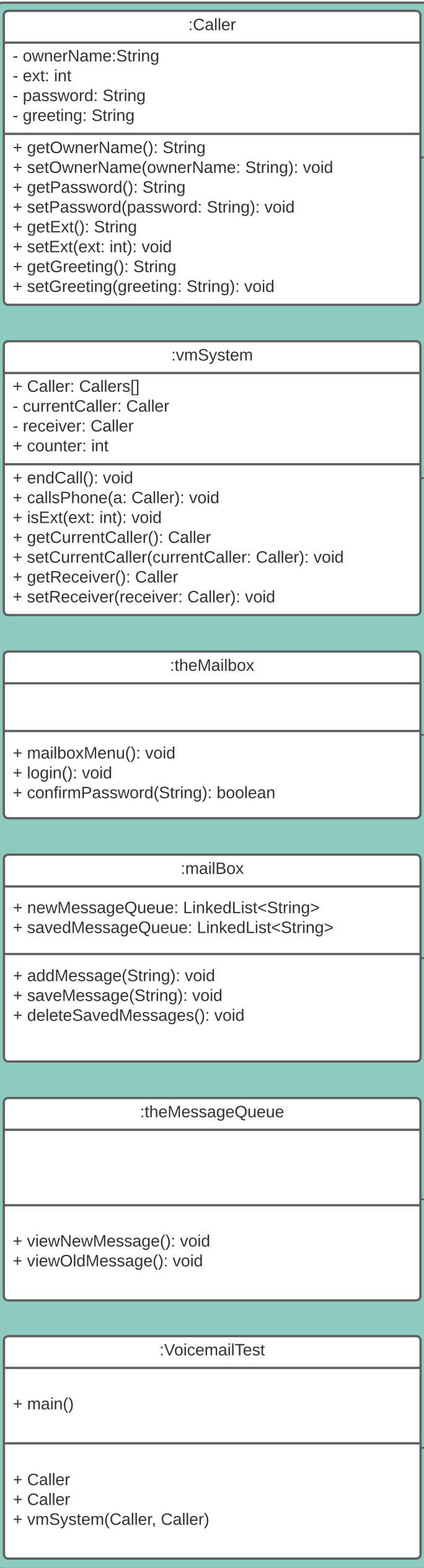
Not Available

- Failed Conclusion, Extensions (Alternatives)

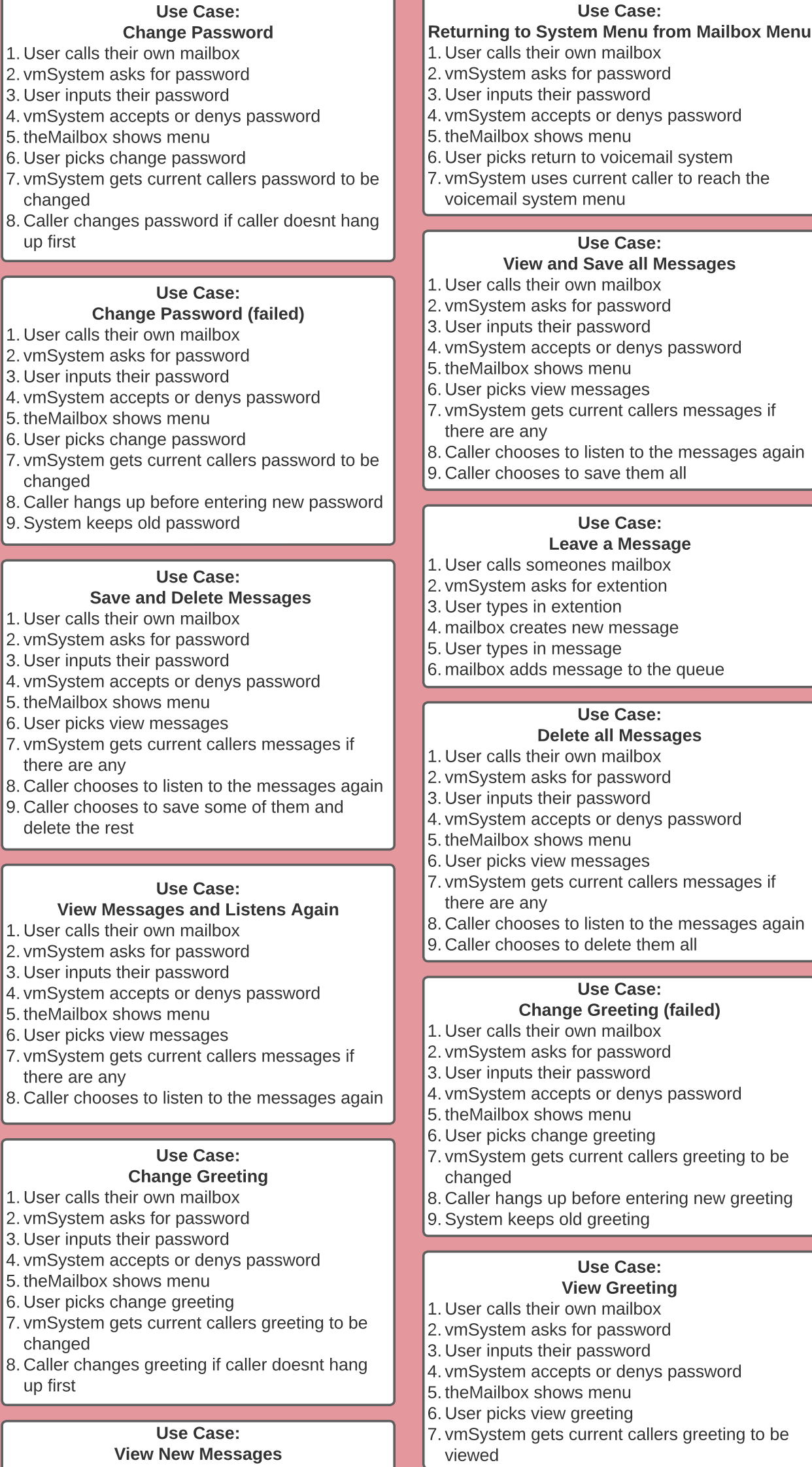
Steps of Execution

- A person calls someones number
- The person they called is not available so the person calling leaves a message
- System asks for mailbox number followed by #
- If the mailbox is not full the caller can input the mailbox number
- The person leaving a message inputs the mailbox number
- System tells person calling to leave a message
- The person leaving a message can say whatever they want until H is on a single line which hangs up the call
- The message is stored in the persons mailbox
- The person who reviewed the message can listen to the message at any time
- The message can be saved or deleted
- The person who recieved the voice mail can choose to call the person back or not

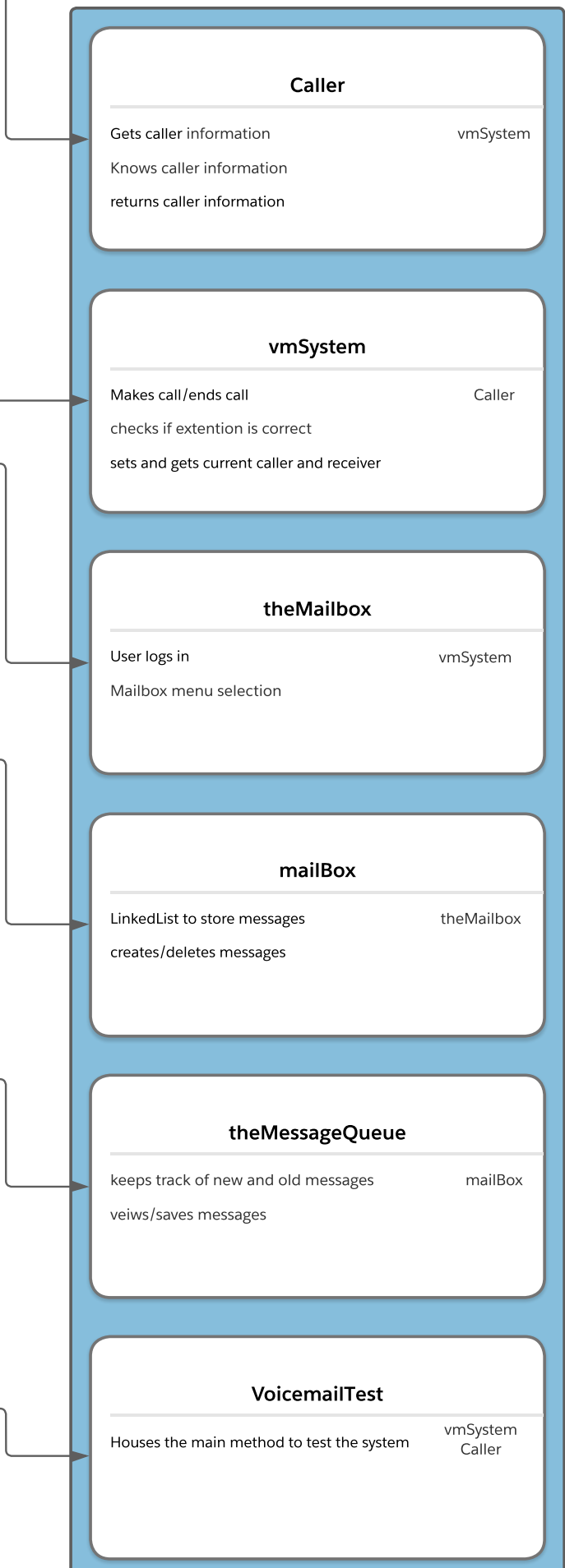
Jacob Fisher Class Diagram



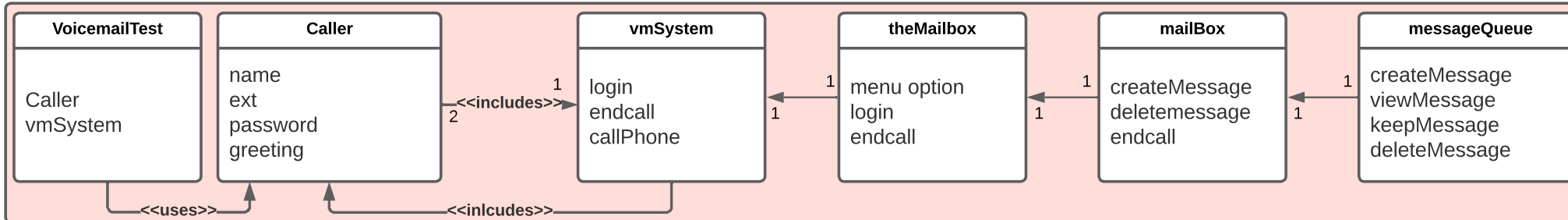
Jacob Fisher Use Case Diagram



Jacob Fisher CRC Cards



Jacob Fisher Object Model



Jacob Fisher Sequence Diagram

