

## Student Log In Use Case

(adapted by Pressman and Maxim, *Software Engineering: A Practitioner's Approach*, pp. 151-152, from Cockburn, A., *Writing Effective Use-Cases*, Addison-Wesley, 2001)

<b>Use Case:</b>	Student logs in on mobile device
<b>Primary Actor:</b>	Student
<b>Goal in Context:</b>	For the student to log into the system
<b>Preconditions:</b>	System is fully configured
<b>Trigger:</b>	The student wants to use the system
<b>Scenario:</b>	<ol style="list-style-type: none"><li>1. The student opens the application</li><li>2. The system displays email and password fields and a login button</li><li>3. The student types in their husky email</li><li>4. The student types in their password associated with the account</li><li>5. The student selects "Login"</li><li>6. The system displays the main page for students</li></ol>
<b>Exceptions:</b>	<ol style="list-style-type: none"><li>1. Login fails because email and/or password is incorrect – system displays appropriate error</li><li>2. Student doesn't input an email or password – system displays appropriate error</li></ol>
<b>Priority:</b>	High priority
<b>When available:</b>	First release
<b>Channel to actor:</b>	Via mobile device browser
<b>Secondary Actor:</b>	System administrator, student's peer leader
<b>Channels to Secondary Actors:</b>	System administrator and peer leader – through PC or mobile device browser
<b>Open Issues:</b>	<ol style="list-style-type: none"><li>1. How many attempts should students be given?</li><li>2. Should there be a function to reset the password?</li></ol>