Actor: User, Server

Use Case Specification for CLack

Use Case ID: 01

Use Case Name: User logs In

Relevant Requirements:

Primary Actor: User

Pre-conditions:

* The user must be in the system.

Post-conditions:

* User is logged in

Basic Flow or Main Scenario:

1. User opens the client
2. User is prompted for login credentials
3. User is logged in

Extensions or Alternate Flows:

* User doesn’t give valid credentials

Exceptions:

* User is not in the system
* Server is down

Related Use Cases:

Use Case ID: 02

Use Case Name: Send a private message to another user

Relevant Requirements: Messages are text-based only

Primary Actor: User A

Pre-conditions:

* User A is logged in

Post-conditions:

* A message is sent to User B

Basic Flow or Main Scenario:

1. User A searches for User B in directory
2. Client opens window for communications to User B
3. User A types in message and sends it

Extensions or Alternate Flows:

* User B is not in the system
* Server is down

Exceptions:

Related Use Cases: 01, 03

Use Case ID:03

Use Case Name: Read a private message from another user

Relevant Requirements: Messages are text-based only

Primary Actor: User A

Pre-conditions:

* User must be logged in

Post-conditions:

* User A reads messages sent by User B

Basic Flow or Main Scenario:

1. User A opens the private chat window for User B
2. User A reads messages from User B

Extensions or Alternate Flows: N/A

Exceptions: N/A

Related Use Cases: 01, 02

Use Case ID: 04

Use Case Name: Send group message

Relevant Requirements: Messages are text-based only

Primary Actor: User

Pre-conditions:

* User must be logged in

Post-conditions:

* Message is sent to a selected group of people

Basic Flow or Main Scenario:

1. User selects a group of selected people
2. User sends message
3. Selected group receives message

Extensions or Alternate Flows:

Exceptions:

Related Use Cases: 01 (User Logs in)

Use Case ID: 05

Use Case Name: Read group message

Relevant Requirements: Messages are text-based only

Primary Actor: User

Pre-conditions:

* User must be logged in
* User must be part of the group chat

Post-conditions:

* User reads messages of a selected group message

Basic Flow or Main Scenario:

Extensions or Alternate Flows:

Exceptions:

Related Use Cases:

Use Case ID: 06

Use Case Name: IT User viewing chat logs

Relevant Requirements:

Primary Actor: IT User

Pre-conditions: IT User must be logged in

Post-conditions: IT User has access to all the chat messages

Basic Flow or Main Scenario:

1. IT selects which chat to view
2. System displays the chat log

Extensions or Alternate Flows:

Exceptions:

Related Use Cases:

Use Case ID: 07

Use Case Name: User logs out

Relevant Requirements:

Primary Actor: User

Pre-conditions:

* User is logged in

Post-conditions:

* User is logged out

Basic Flow or Main Scenario:

1. User closes the client
2. User is prompted to confirm logout
3. User is logged out

Extensions or Alternate Flows:

Exceptions:

* Server is down
* Computer shuts off (auto logoff?????????????????)

Related Use Cases: 01

Use Case ID: 08

Use Case Name: After user logs in

Relevant Requirements: User provided correct credentials

Primary Actor: Client

Pre-conditions:

* User is logged in

Post-conditions:

* Client will have all up to date messages and chatrooms

Basic Flow or Main Scenario:

1. Server updates user status to online
2. Client takes ID and ask Server Handler for chatrooms associated to that user
3. Server Handler checks with Server for Chatrooms associated to that user
4. Server gives Server Handler the list of Chatrooms and their messages
5. Server Handler then gives client Chatroom UID then its messages for that chatroom repeating until no more chatrooms are available
6. Client will create chatrooms for ones not already created on its side and updating chatroom objects with new messages

Extensions or Alternate Flows:

NA

Exceptions:

* Server goes down

Related Use Cases: 01