Assignment 37

pebj, smot

18. September 2014

1. Identify all relevant **Actors**.

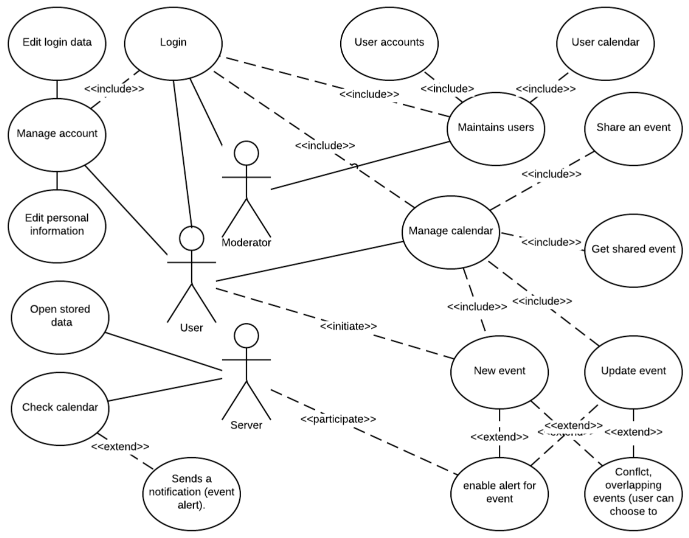
    1) Client
    2) Server
    3) Moderater

2. Identify and describe **2 non-trivial Scenarios**.

Scenario name	Entry sharing
Praticipating actor instances	Claus, Jan: Client
Flow of events	1)Claus' birthday is coming up, so he needs to invite any participants who would like to come. therefore he makes an event in the CALENDAR. 2)When Claus have opened his CALENDAR, he uses the "New event" function. wh opens a new window for specifying the new event. 3)He enters the date, place and a short discription of the event. Claus also choses a color for the event. A time he like to be alermed of the event and then he confirms his input. 4)The CALENDAR closes the spicification window and shows Claus CALENDAR his new event. Claus then uses the "Share" function and gets a digital code he copyes and pasts it on hes Facebook wall. 5)The friend Jan notices this digital code and wishes to take part in Claus' birthday. He therefore uses the digital code to get to a window, where he can chose to accept, which will put the event in his CALENDAR. 6)Jan and Claus can now see the event in their calendar, with date, place, description and how many participants that have accepted the event.

Scenario name	Upcomming event notification
Praticipating actor instances	Claus: Client server: Server
Flow of events	1)A week ago Claus inserted an event to his CALENDAR where he added an ”event alert” to notify him 2 hours before the event. 2)The server reacts to the ”event alert” at the spicified time, by sending a message to the client Claus with the details for the upcomming event. 3)Claus now gets a message notification in the form of an email etc. 4)The message tells him of the upcomming event and shows him his CALENDAR for today.

3. Identify all relevant **Use Cases** and draw the `"sticky man" UML` diagram.



4. Select 3 **non-trivial Use Cases** and document them using the use case table

4.1

Use case name:	Edit personal information
Participating actors:	User
Flow of events:	1.User chooses to manage his account. 2.User chooses to edit his/hers personal information.
Entry condition:	User is logged into the system.
Exit condition:	The user updates his personal information.

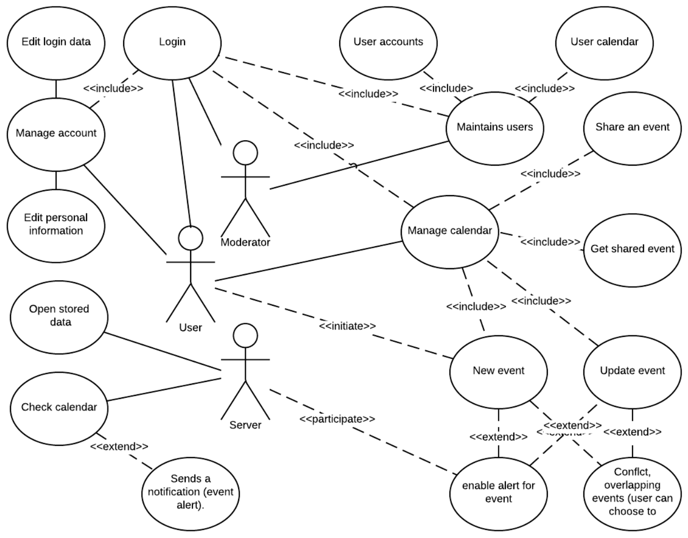
4.2

Use case name:	Enable alert
Participating actors:	User, Server
Flow of events:	1.User chooses to manage his calendar (login ≪include≫has been profiled by entry condition). User chooses to add a new event. 2.User chooses to enable an alert for his event (explained by the ≪extend≫ which tells us its an extension of the base case. You have to do the base case, but you may do the extension). 3.The user chooses to enable the notification alert (due to the server participating in this, the server will act as an observer to your choice of enabling the event). 4.You enable the alert and the server will know the result.
Entry condition:	User is logged into the system.
Exit condition:	The user chooses to enable/disable the alert.

4.3

Use case name:	Send event alert
Participating actors:	Server
Flow of events:	1.Server checks the events for all users. 2.On the condition that it finds an upcoming event, we will end up sending a notification to the user about it (using ≪extend≫, we say that we arrive there as a condition is met, in this case, an event is an upcoming event).
Entry condition:	A timed loop chooses to have the server perform this task regularly.
Exit condition:	Event alerts have been sent for all upcoming events.

5. Identify **Relationships** between Actors and Use Cases and finalize the `"sticky man"` diagram



6. Identify **Initial Analysis Objects** and document them in a table

Participating objects for the enable alert use case.
Server: Server activity which regularly checks up on all events and notifies users in case of an upcoming event. It is up to the user if he wants to have a notification sent, so the server will participate in the user events and choice of enabling the notification alert.
User the user can create events in his calendar. As such he is the initiator of event creation and other users may participate in those events if they are shared. Additionally a new possible event alert may be initiated which the server will participate in.

7. Identify **Non-functional Requirements** and document them i a table

Non-functional Requirements
Usability: Users must be able to view (not edit) a shared event without having an account thus without logging in. The user interface should be kept simple, so fancy features should be kept at a minimum. The only exception to the latter is if more features are kept isolated from the simple interface, meaning that there may be a page dedicated for advanced features.
Reliability: The system may not make changes to the database in a way where a failure could corrupt the database. For instance, a script may not make multiple statements that depend on each other and send them to the server individually, only collectively.
Performance: The asymptotic running time of the program must not increase propositionally by the number of events.
Supportability: The system must be designed in a way, so that new notifications types besides upcoming events notification can be implemented without the need to alter the implementation of the upcoming event notification.
Implementation: The implementation must work on at least one of the following main platform: Windows or Mac OS.
Operation: moderator maintains the users, but should be kept from seeing as much personal information from users as possible unless specifically requested by the moderator.
Legal: As in accordance to the Danish law §264, it is not legal to forward messages or pictures concerning another person private circumstances or pictures without permission from the person in question. This also means that the calendar system must not publicize/distribute the user events or personal information (ads for software etc.) without the user personal permission.