**Finish Trigger**

* **Actor**– The person or people who will perform the steps of this use case.

The person who pushes the button to stop the timer or the athlete who triggers the sensor to stop the timer.

* **Preconditions**– A description of the relevant and non-trivial state(s) of the system prior to the use case starting.

The timer is running. The system is on.

* **Normal course** – A description of the use case itself. This description can either be in narrative form, or a numbered list (1..N) of specific user steps. When a use case (such as “User approves/rejects customer requests”) has more than one way that a user can accomplish the needed steps, the most common way is shown here – only a single path is shown.

The timer stops counting and records the time.

* **Alternate courses** – Descriptions of alternatives to, or deviations from the normal course. For example, the most common course might be to view the oldest unaddressed customer requests. An alternate course may be to view the unaddressed requests from the largest customers.

The player doesn’t stop the timer. The machine loses power.

* **Exception courses** – Descriptions of what the user will experience when something goes wrong.

The machine will not stop counting and the screen will display an error or the machine will freeze.

* **Post-conditions** – Description of the affected portions of the state of the system after the use case has completed.

The timer has now stopped. The time has now been recorded.

* **Frequency of use** – An estimate of how often a particular use case will be exercised.

Every time the machine is used to time a player.

* **Assumptions**– Any assumptions that are implicit in the definition of the use case.

The finish button is connected to the right channel. The machine has power and the machine is not malfunctioning.