**Set Time**

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

The person who is monitoring the system performs the command or action to set the value for time.

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

The System is on and functioning properly.

* **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 time on the Chronotimer will be set to a value inputted by the user.

* **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 set a time.

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

The system doesn’t correctly set the variable for time and the time is unaffected.

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

The system’s time is set to the user inputted value.

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

Upon initializing the system.

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

The hardware is not malfunctioning. The system is properly connected.